A Tourist's Guide to HYRULE



A free ***Legendary Worlds*** *unofficial zine*

Greater Hyrule



A Tourist's Guide to Hyrule is an unofficial free zine
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Welcome to Hyrule

Blessed by the goddess after which it is named, the sacred kingdom of Hyrule has seen much in its long and storied history, but – despite the cataclysmic events that have often unfolded within its bounds – has remained a beautiful, prosperous land. Its resilient and resourceful people have weathered every storm, and remain welcoming and generous to visitors of all description.

Though the land bears scars from the most recent conflict to mar its idyllic peace, and dangers still lurk in the mountains and wilds, Hyrule is a wonderfully rewarding place for the average traveler to explore and enjoy – provided some simple precautionary measures are observed.

We lay before you this comprehensive guide to Hyrule with twofold hopes. The first is that your visit to these lands is safe and secure, for any realistic assessment of Hyrule must admit that the beauty of the wilderness comes hand-in-hand with its savagery and ferocity – not to mention the continued presence of the malicious Calamity Ganon, held in check within Hyrule Castle by the efforts of the Princess Zelda (or so it is said).

The second is to acelebrate the land of Hyrule in all its dazzling variety – from snow-capped mountains to sandy deserts, from jewel-green seas to the deepest forests – as well as to celebrate its people, who match their natural surrounds for diversity and splendor.

The editors would like to thank our contributors, carto-graphers, artists and writers who made this great work possible, and to thank you, dear reader, for picking up this guide. Now, read on!



Need to Know

Currency

The standard currency is the **Hylian Rupee** which is accepted in all major settlements. An alternative currency, the **Mon**, has yet to gain much ground.

Language

Hylian is the primary written and spoken language across all of Hyrule. The inhabitants of Gerudo also maintain the oral and written traditions of the **Gerudo** language, though most speak Hylian standard, at least conversationally

Ancient **Sheikah** inscriptions also remain on many an artifact, though it has largely fallen out of active use and is thus of interest mainly to historians.

Time

Hyrule adheres to the standard **twenty-four hour** clock, though timekeeping is an imprecise measure with most inhabitants simply reckoning by the passage of the sun or moon.

Climate and Weather

Hyrule is a land of wild extremes, with each region boasting its own set of weather conditions which should be accounted for by the seasoned traveler. While as a whole the climate is largely pleasant and refreshing, there are a few things visitors should look out for across all of Hyrule.

Specific regional weather conditions are examined in more detail under the different regional entries. Some areas can be hazardous to explore without the proper clothing - make sure to pack before embarking, or else be prepared to acquire more useful equipment while on the go.

Rain

Can vary in intensity from gentle summer showers to driving winter storms. Rain has little practical effect on road-bound travellers, beyond the damp and cold, but more rugged individuals will find climbing greatly inconvenienced.

Thunderstorms

In addition to greatly decreased visibility and pouring rains, lightning storms in Hyrule attract far more electrical strikes than is conventionally thought possible.

If you can't find shelter in good order, avoid having metal objects on or about your person, or the results will shock you.

The Blood Moon

This is not strictly speaking a weather phenomenon, but is well worth mentioning nonetheless.

On rare occasions during night hours, the moon will seem unnaturally large and glow red during its ascent. On these nights, sometime between 10pm and midnight, a dark miasma will descend upon the entirety of Hyrule for a few moments.

Apart from the generally uncomfortable sensation experienced during this time, this miasma also revives slain monsters, ensuring that Hyrule will never be truly free of their curse (until, so it is rumoured, the defeat of the Calamity Ganon, to which the phenomena appears linked – certainly there are no records of a blood moon prior to the great Calamity of a hundred years past).

Following this event, the moon's appearance will rapidly return to its normal size.

Most activities during a blood moon are considered unlucky, with the exception of cooking, giving this phenomenon the alternate (and rarer) name "Chef's Moon".



Getting Around

Horses are by far the most common form of transport in Hyrule and are highly recommended for regional travel especially. Steeds may be rented from stables (see below) or freely tamed by those stealthy or crafty enough to mount a wild horse. Speak to your local stablemaster for more detailed information.

A new sensation taking hold across Hyrule is **shield-surfing**, which involves balancing on a flat piece of metal or wood (commonly a shield) and riding it downhill as it gains momentum. Not for the faint of heart, this has the disadvantage of bruising, possible broken bones, only working on downhill slopes, and ruining a perfectly good shield. That said, you can travel at truly immense speeds, especially where there is snow, sand or water to break your fall. (con't)



Paragliding is another slightly less popular extreme sport, where participants hold a wooden frame and a piece of cloth over their heads to allow them to glide long distances from great heights. Though obtaining a paraglider is difficult - aspiring gliders will likely need to order bespoke creations from Rito artisans - users will find their mobility options well-enhanced by the ability to jump off something tall and simply glide away. Recommended only for experienced daredevils. (CON'T)

Dangers

The ancient land of Hyrule is currently without a central peacekeeping authority and is considered unsafe beyond the boundaries of settlements or stables. Various **monsters**, **beasts**, and (most terrifyingly of all) the pseudo-mechanical **Guardians** roam the pleasant hills and verdant plains, dissuaded only by the occasional armed traveler.

Still, for the mighty, wary, or simply fleet of foot, Hyrule can still prove a relatively safe experience – provided that certain cautionary measures are observed.

For a more detailed, though non-exhaustive, look at the myriad dangers the average visitor may encounter, please consult our sister publication *The List of Hostile Entities (2nd edition)*. Some general advice follows:

Travel in groups

It's dangerous to go alone in Hyrule, but groups of three or more are unlikely to be attacked by anything less than a full bokobolin raiding party or a lynel.

Rafting is a lesser-used form of transport, consisting of simple wood logs lashed together with a sail for those lucky moments when the wind actually obeys one's wishes. It is said in ages past that Hylians almost exclusively rode the waves to get around (the sea being a lot higher in those times), but these days only those living near water or the coast have cause to attempt this ancient art.

Finally, **hiking** and **climbing** are the single most common ways to get around Hyrule. Though tiring, often uncomfortable, and dangerous, relying solely on oneself offers unparalleled agility and freedom of movement, especially where vertical surfaces like trees, cliffs or ancient ruins are concerned.

The authors have also heard rumours of some hoon riding around on what has been described as **"a mechanical horse, but with cart wheels on the front and back instead of legs"**. While this sounds awfully convenient, this mysterious contraption is of unknown design and subsequently not available to tourists.

Visitors may consider hiring a bodyguard or security service at a settlement to pad their numbers, or, alternatively, seek employment with a caravan as a guard themselves if their talents are so inclined.

Travel during daylight

Not only does nightfall reduce visibility, but reports of skeletal monstrosities that arise from the ground lend an extra terror to moonlit hours. It is best to find a handy stable, or at least a good place to set up camp, and wait until sunrise - remembering of course to first set a night's watch.

Stay on the roads

The vast majority of threats dwell off the beaten path, with only the occasional expeditionary force or wandering miscreant bothering to attack the road-bound traveler. While caution is still advised, especially where hostile encampments have been established close by, it is generally considered safest to stick to the roads.

Ride a horse

Almost all threats in Hyrule are easily outdistanced by a four-legged steed with sufficient encouragement, even mounted bokoblins (but not, and this is crucial, arrows). Rent a reliable steed from your local stables for best peace of mind.





Common features across regions

Stables *(20 - 40RP, 20RP for horse stabling)*

Easily distinguished by their towering horse-head signs, stables are a welcome sight throughout the land, serving as beacons of safety and warmth in an often hostile world. They offer lodging (for people and horses) for a nominal fee, as well as cooking facilities and a place to shelter from the elements for free. Stables are great places to share news and gossip with fellow travellers.

All stables in Hyrule belong to an allied network, meaning that stabling a horse at one stable will allow you - following a suitable wait time - to retrieve it from another. Some even offer help customising your horse's bridle, saddle and main - for free!

Shrines

The Sheikah tribe of ten thousand years past were far more technologically advanced than the peaceful farming community of the present, and their artifacts dot the landscape of Hyrule to this day. These shrines, which glow a gentle orange (or in more recent times, blue) are a common sight throughout the land, their purpose unknown.

Many have been present for time immemorial and are largely used as easily visible waypoints - most stables, for instance, are located near a shrine. Local lore often speaks of shrines rising from beneath the ground in response to the solving of riddles or puzzles, or the completion of some kind of ritual. There have even been recent reports of an individual managing to actually enter the interior of a shrine, but the authors have been unable to verify this.

In any event, as exteriors are practically identical from shrine to shrine, we recommended visiting at least one in the course of your travels and thereafter treating them as waypoints on your map.

Towers

Though also an ancient Sheikah artifact, Shiekah towers are a relatively new addition to Hyrule's landscape, only emerging into the sky in recent times. Glowing orange or blue like the shrines, and visible for miles, they have since become extremely helpful for navigation and finding one's bearings.

Climbing them is not recommended for the average traveler, as they are often located in inconvenient or dangerous places (in the middle of a hostile encampment, in a toxic swamp etc). However, investigation reveals that there are generally sufficient footholds for the daring individual who is looking to find an expansive view they can't get anywhere else.



The Divine Beasts

Another set of Sheikah relics that dot the land are the four mechanical constructs known as Divine Beasts. Shaped in the image of gargantuan creatures, they once served as weapons to be used against the Calamity Ganon.

Alas, in the chaos of the Calamity Ganon's return, each Beast was corrupted and its pilot-Champion killed. The Beasts were thought lost until recent times, when each re-emerged near its patron race's homeland, initially causing trouble and endangering all who came near.

Luckily, though we know not why the cause, things seem to have settled down and the Beasts now stand in watchful pose over Hyrule,. Each Divine Beast, their appearance, and their current location is recorded below:

- **Van Medoh,** *a great bird:* perched on top of the Rito Village
- **Van Naboris,** *a grand camel:* on a plataeu overlooking Gerudo Valley
- **Van Rudania,** *a noble salamander:* at the peak of Death Mountain
- **Van Ruta,** *a mighty elephant:* on a great mountain near the Laranyu Great Spring

As the Divine Beasts are active weapons of war and could theoretically be attacked or used at any time, we strongly discourage readers from attempting to get too close to any of these constructs.

Dragons

Any traveller to Hyrule will hear eventually of the great dragon deities that have protected the great Springs of Power in ages past, giant serpentine creatures that were said to float romantically through the sky. Each served as protector and guardian, imbued with the power of both the Triforce and the elements.

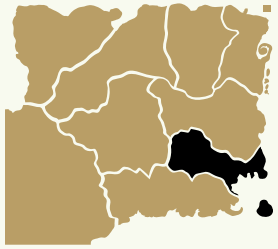
There were said to be three: the fiery **Dinraal** who served the Spring of Power in Akkala; the icy **Naydra**, serving the sacred Spring of Wisdom at the peak of Mt Laranyu, and the mighty **Farosh**, a great beast of lightning, who guarded the rainforests of Faron where presumably the Spring of Courage dwells.

Dragons, or something like them, certainly did exist in ages past – many monster tribes wield weapons made of fosillised dragonbone – but it is unknown if they have truly survived into the present. It is said one needs the blessing of Hylia to truly see dragons, which may explain their supposed stealth.

Nonetheless, travellers and residents of regions such as Akkala, Hebra, Faron and even around Lake Hylia all regularly report seeing impossible shadows of some unseen flying creature, or even 'feeling' a kind of heavy 'presence''. It may well be that some part of the age of myth has survived into modern times.

Regions
at a glance

In this guidebook, Hyrule is split into nine different regions which reflect the region's diverse and glorious terrain. With alpine peaks to the north, volcanos and jewelled beaches along its eastern border, blazing-hot deserts and steamy jungles to the south all surrounding the rolling plains of Hyrule Field, there's something for everyone in this melting pot of a kingdom. Below is a quick overview of each of the regions and settlements of this fair land.



Necluda

Hospitality

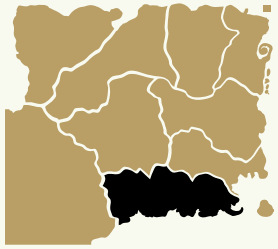
Enjoy the charming, peaceful lifestyles (and delicious food!) of the locals in Kakariko and Hateno.

History

Marvel at the rusting remains of battles past at the scenic Blatchery Plain.

Adventure

Play castaway survivor on far-off Eventide Island.



Faron

Beaches

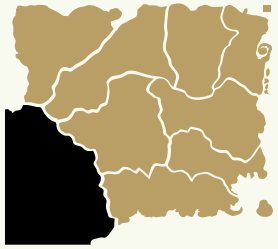
Relax in comfort in balmy Lurelin village.

Trekking

Hike through steamy rainforests, explore ancient ruins, and bathe in hidden lakes.

Riding

Show off your horse skills on the grass-land courses and go searching for the biggest horse there ever was.



Gerudo

Shopping

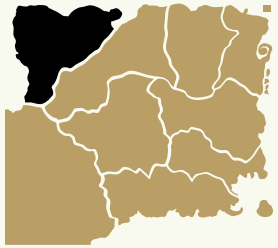
Find bargains, bargains, bargains at Kara Kara Bazaar and in Gerudo Town itself.

Racing

Ride the slopes hitched to a sand-seal and maybe even win first place.

History

See ancient statues and monoliths long-eroded by the desert winds.



Hebra

Trekking

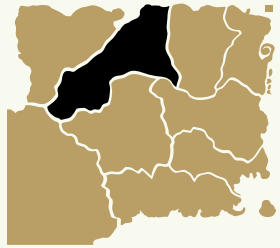
Challenge your body with a gruelling mountain climb, then head back downhill at spectacular speed.

Views

Perch yourself in Rito Village, commune with the wind, and watch the incredible sunset over the distant lowlands.

Flying

Learn to soar on woven wings and up your arrow game at the same time.



The Ridgelands

Adventure

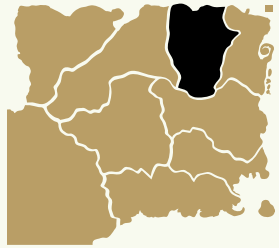
Wander the Lost Woods and unravel its ancient secrets and hidden treasures.

Trekking

Walk the length of Tanagar Canyon and flirt with danger in the Forgotten Temple ruins.

Racing

Get your cardio on as you scramble over mountains and hills while competing against yourself or others.



Eldin

Hot springs

Wash away your fatigue in the all-natural baths, then enjoy a traditional Goron massage.

Adventure

Prove you've got what it takes by scaling cliffs at Gut Check Rock.

Food

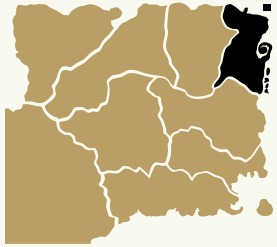
Get spicy with local specialties, crack your teeth on a traditional rock roast, or BBQ it up practically anywhere.

Sheikah, Hylians, Gerudo

Of the six different ethnic groups that inhabit Hyrule, these three most resemble one another to the point where inter-cultural marriages are an accepted part of life. Hylians now reside mainly in **Hateno Village** in Necluda and **Lurelin Village** in Faron, though as the most numerous race in Hyrule they tend to travel all over.

The Sheikah tribe once served as an elite caste of advisors to the Hylian king in ancient times. The bulk of their populace remain in **Kakariko Village** in Necluda, with a few key members living as researchers in the **Hateno Tech Lab** and **Akkala Tech Lab**.

The all-female tribe of the Gerudo largely reside in the village of their namesake, **Gerudo Town**, though younger members can be found all over Hyrule due to their custom of pilgramage.



Akkala

Views

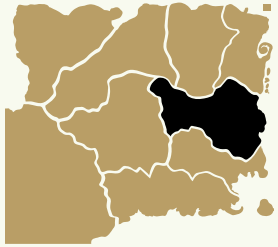
Watch the leaves fall in a brilliant haze of orange and yellow.

Build

Help a new settlement get established with the good burghers of Tarrey Town.

History

Ponder the fate of the last soldiers of Hyrule at Akkala Citadel - from a suitably safe distance.



Lanayru

Swim

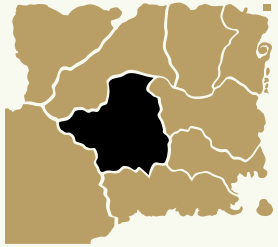
Learn to dive with the locals or try battling a waterfall, if you dare.

History

Marvel at the titanic dams and read the stone-etched history of the Zora.

Pray

Make the ancient pilgrimage to the Spring of Wisdom and find warmth in the coldest peaks.



Central Hyrule

Reflect

View the remains of a calamity past and see a land reclaimed by nature.

Adventure

Find artifacts and priceless souvenirs in Hyrule castle - but don't get caught!

Ride

Feel the breeze as you race through the open fields (while dodging Guardian laser fire).

Rito, Goron, Zora

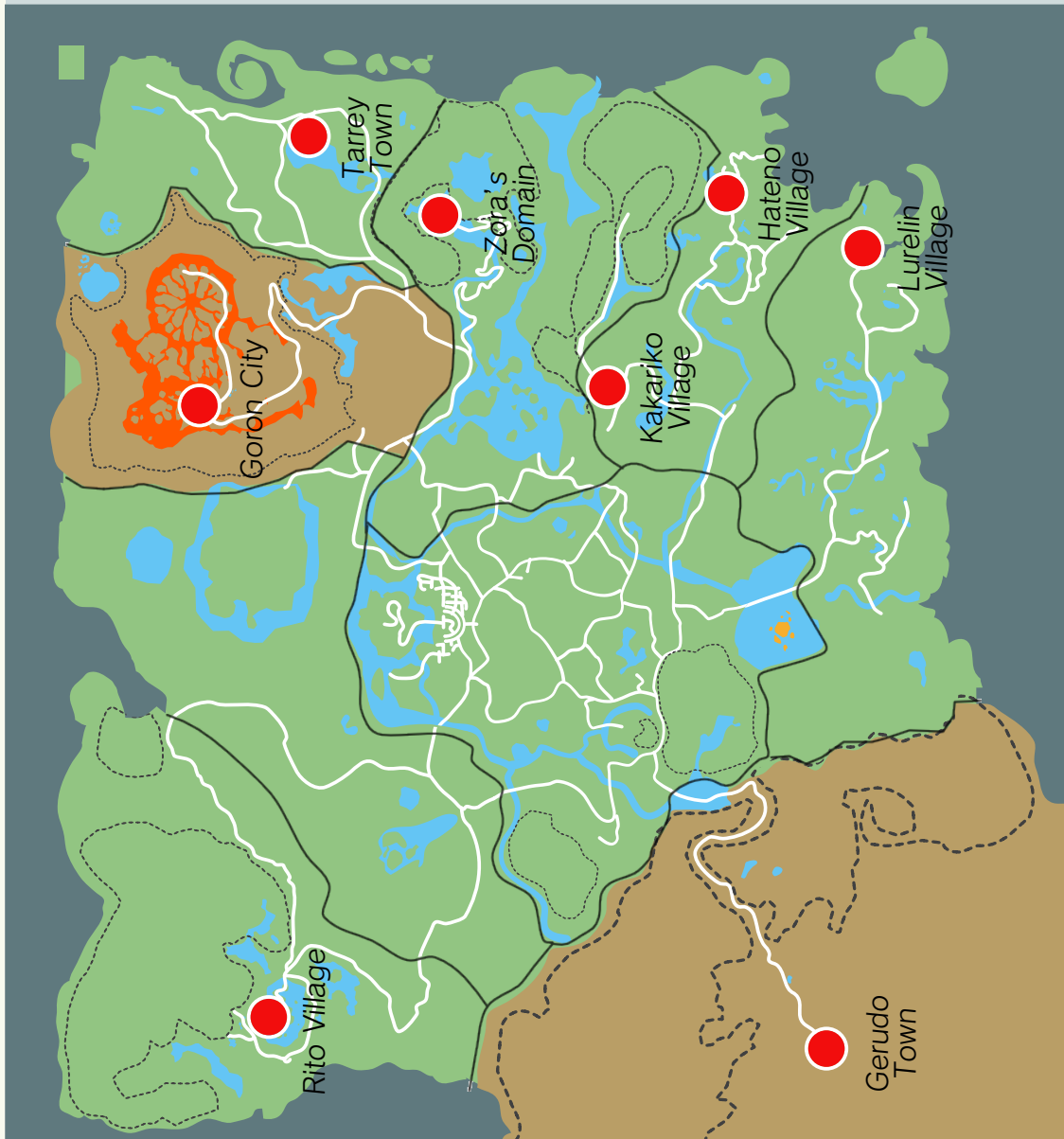
The Rito are a bird-like people and are thus most comfortable close to the air. Their nests can be found in the **Rito Village** in Hebra, amidst the wind currents of the lower mountains.

The hardy Goron have a high heat tolerence and an appetite for geological cuisine, preferring to mine and live close to their home of **Goron City** on Death Mountain in Eldin. A surprising appetite for trade does sees some younger Goron out and about, however.

Finally, the shark-like Zora's aquatic requirements keep them close to the **Zora Domain** in Lanaryu, near the great spring. Some Zora do roam Hyrule, far from their homes, but Zora travellers will mostly stick to the river systems, eschewing roads or other forms of transport.

Greater Hyrule

Roads and Major Settlements





Necluda

A temperate region in the south-east of Hyrule, Necluda escaped major damage during the Calamity by virtue of its mountainous terrain and natural chokepoints.

Beyond enjoying some truly formidable Sheikah and Hylian hospitality, visitors may also find much of interest in the battlefield of the Blatchery Plain, where a desperate stand at Fort Hateno saved the region from utter destruction.

Necluda



Lodging

1. Kakariko Village (pg22)
2. Dueling Peaks Stable
3. Hateno Village (pg28)

Sights

4. Dueling Peaks
5. The Blatchery Plain
6. Fort Hateno
7. Cliffs of Quince
8. Ebon Mountain
9. Eventide Island

Getting there

From Central Hyrule, the formidable **Dueling Peaks Mountain** – a single mountain range that was fractured at some point in the distant past – leads to the iconic **Blatchery Plain**, where the rusted hulks of Guardians sit silently in mouldering (and rare) defeat.

Heading north into the hinterlands from here will take you to scenic **Kakariko Village**, where the Sheikah still cling to their ancient ways. Conversely, heading east past dilapidated **Fort Hateno** and through sadly monster-infested territory will eventually deposit you in peaceful **Hateno Village.**

Dangers

Necluda is not considered especially dangerous by the standards of Hyrule and no special precautionary measures need be taken.

Lodging and Accomodation

Kakariko Village

See pg22.

Hateno Village

See pg28.

Dueling Peaks Stable

20-40RP | The local stable sits at the eastern foot of the famous landmark and has something of a twin theme going on. It's a good pit stop before continuing along the road to either Kakariko or Hateno villages.

Sights

Dueling Peaks

A local legend states that Dueling Peaks was once a single mountain until a dragon decided to smash straight through it, presumably while drunk. In any event what was one is now two, and a great and easily distinguishable landmark for miles around.

The Blatchery Plain and Fort Hateno

One of the more visually evocative regions in Hylian history, the Blatchery Plain is covered with small ponds, bogs, and the rusting hulks of literally dozens of destroyed Guardians. It is here that half the remaining soldiery of Hyrule, alongside the indefatigable militia of Hatano Village, successfully held off the Calamity Ganon's forces to protect the village beyond in the well-named 'miracle of Fort Hateno'. Fort Hateno is more a simple checkpoint than defensive bulwark, and was never built to withstand serious assault, especially not from the western frontier and especially not from the technological threats of the Guardians.

Many Guardians were destroyed practically on top of the wall of the fort itself; the makeshift scaffolding built in hurried preparation is still visible today. Some even say that the Princess Zelda and her nameless knight-protector were part of the desperate defence here, though they were certainly never recorded as having arrived in Hateno village afterwards.

In any event, a combination of luck, martial skill, and tactical choke-pointing won the day for the brave defenders, and their bravery and sacrifice shall never be forgotten.

If passing through on the way to Hateno village, you are advised to follow the road to the north as it swings around Blatchery Plains before leading to the fort; though wild horses graze peacefully among the decaying husks, so too have bokoblins made their camp. Additionally, some husks are not as ruined as you would

want; there is no more terrifying sound than a 'dead' Guardian's targeting laser suddenly blinding you before unleashing merry hell.

Cliffs of Quince

This towering plateau structure just past Fort Hateno is one of the few natural two-story pieces of terrain in all of Hyrule, and a great view. Don't get too close though, as bokoblins have – like everywhere else – made camp in the dubious shelter of the lower level.

Ebon Mountain

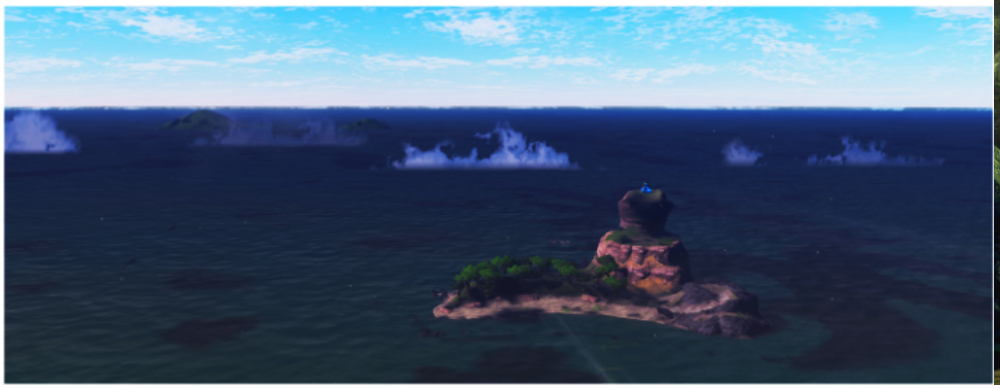
The heartbreak-shaped pond at the summit of Ebon Mountain is not to be confused with the Lover's Pond in southern Faron, which is more easily accessible – though any lonely hearts you meet here at least can be praised for their climbing skills.

Eventide Island

A tropical paradise far off the beaten trail, Eventide Isle is only accessible via a long, slow but safe raft ride (typically from Lurelin Village in Faron) or a speedy but arm-straining paraglide from the tip of Cape Cales. Though not strictly speaking deserted (various bokoblin tribes and even a Hinox have made it their homes), the island has become famous in recent times as an ideal location for 'castaway fantasies', following the exploits of a recently returned traveller and his tales.

In imitation of his feats, local fisherman from Lurelin sail to the island and drop off adventurous tourists, who must survive on the island for three days without any tools or items to assist. A waiver is required, while the price (payable upfront) varies and is thus not listed here.

A travelling Rito has recently set up a paragliding course on the island (*20RP set-up fee*), and will occasionally assist those struggling with the survival challenge, but only in times of desperate need.







Opposite: *Eventide Island, a getaway paradise*

Above: *Looking east towards Hateno Village*

Right: *The broken mountain of Dueling Peaks*

Below: *A shrine crouches in a graveyard near the Fort*





Kakariko Village

Lined with ever-blooming plum trees, Kakariko is the ancestral home of the Sheikah tribe, nestled comfortably in the mountains of northern Necluda.

Though the villagers here claim descent from an ancient clan of spymasters and bodyguards, the present inhabitants have settled down into a charming rustic life of agriculture, though – Hyrule being what it is – there remains some adherence to their classic martial traditions.

Getting there

From **Dueling Peaks Stables**, take the northern exit from **Blatchery Plains**, cross **Kakariko Bridge** and follow the pass through the mountains. It is possible to enter the western entrance by crossing the plains south of the **Laranyu Wetlands** towards the mountains, though reports of roving Guardians and mounted bokoblins may dissuade.

Sights

Home of the Village Elder Impa

The centerpiece of Kakariko is this ornate pagoda-esque structure which serves as a combination museum, town hall and living quarters for Kakariko's village chief Impa, an elderly matron who once served as a Royal Advisor in the days before the calamity, and her heir and grand-daughter Paya.

Located at the base of several waterfalls, it is a veritable treasure-trove of Sheikah relics and history, including a framed tapestry (which tells in detail the tale 10,000 years old of the last defeat of the Calamity Ganon and the subsequent driving out of the Sheikah), as well as a sacred orb said to be fated to aid the hero in times of need.

Impa and Paya are both happy to give a moving oral history and explanation of the various artefacts found within, as well as dispense minor spiritual advice.

Those wishing to vent daily frustrations are encouraged to contribute to a recent public art exhibit, the Journal of Minor Worries, in which writers under a suitable pseudonym get their troubles off their chest. Visitors are asked not to enter the private living quarters upstairs.

Lantern Lake

Surrounding the village chieften's house is a small lake fed by many waterfalls, the very picture of elegance and restraint. Guardian frog statues dot the village, but here five sit in a row; visitors are encouraged to offer an apple to any that are lacking.

To the left, a small public cooking and picnic area offers comfortable seating, conveniently next to the local produce shop.

Mellie's Plum Garden

Plum trees grow all around Kakariko village, but none in such abundance as in this local sanctuary. The groundskeeper is quite willing to tell you of the symbolism of the great trees, so if you're looking for horticultural or spiritual information you will be well served. Unfortunately, actually attempting to enjoy the presence of these trees in any capacity will have you flung out for trespassing faster than you can say 'darn whippersnappers!'.

Kakariko Village



Sights

1. Home of the Village Chief Impa
2. Lantern Lake
3. Melllie's Plum Garden
4. Great Fairy Fountain

Shopping

5. High Spirits Produce
6. The Curious Quiver
7. Shuteye Inn
8. Enchanted
9. Olkin's Pumpkin Patch

Great Fairy Fountain

Above the village in a small forest grove lies a humongous flower, decorated with superb metalic ornamentation and surrounded by mushrooms and herbs.

Locals claim it as the home of Kakariko's guardian spirit, an incredibly beautiful goddess who offers blessings to those who donate rupees into the pool at the center of the lush, verdant plant.

Sleeping, eating and shopping

Shuteye Inn

20-40RP | This rustic experience is a simple but cosy place for travelers to lay their heads. Peaceful and comfortable though the inn may be, the service is somewhat



Above: *A Great Fairy Fountain sits in the forest above the village*

haphazard as the skittish proprietor often has to be startled awake.

High Spirits Produce

12-80RP | A blessings-of-the-goddess style general store, this establishment's most recognizable goods are swift carrots, though it's also a great place to pick up eggs or butter. Avoid the bokoblin guts.

Olkin's Pumpkin Patch

7AM-5PM, 20RP | This independent farmer sells his specialty fortified pumpkins direct from the field to the customer, due to a breakdown in communications with the local grocer. Great for stews, soups and other hearty meals.

The Curious Quiver

5-80RP | A bower that specialises primarily in fire arrows and making salacious comments about hunky young customers. Discretion guaranteed.

Enchanted

60-700RP | Smack-bang in the middle of town sits Enchanted, an apparel boutique with pretensions beyond its somewhat limited customer base. Profitable enough to employ a greeter, the store's fashionista owner maintains a carefully curated selection that is impressive as it is expensive, though only one of two traditional Sheikah uniforms is available for sale to outsiders.



Above: *The Home of the Village Chief Inpa in the middle of Lantern Lake*

Right: *A villager harvests fortified pumpkin by day*

Below: *The town's statue of Hylia, decorated in local style*







Hateno Village

Famed for its dyes and its blue-fire lanterns, hilly Hateno village was spared the destruction that enveloped the rest of Hyrule due to its position at the easternmost tip of Necluda and the successful defence of Fort Hateno.

The villagers here pride themselves on their self-sufficiency, with vast fields and pastures dotting the surrounding land, and ever-spinning windmills ready to take advantage of the cool sea breezes.

For those looking to relax and unwind amidst a gorgeous pastoral setting, look no further than Hateno.

Getting There

From **Dueling Peaks Stables** head east past **Fort Hateno** and follow the winding road, continuing past the ruins of the horse archery stables. Be wary of bokoblin ambushes (they like to hide behind rocks near the approach to the village) and boar hunting parties in the **Ginner Woods**. A gate guard is always on duty at the entrance to meet travelers.

Sights

Hateno Ancient Tech Lab

One of the two centers of research into Sheikah relics in Hyrule, the Tech Lab veritably overflows with ancient relics, thankfully largely on the harmless end of the spectrum. Once funded by a royal grant, the lab has moved towards financial self-sufficiency in recent years; thus, a small donation fee is requested from those wishing to gawk at ancient artifacts in relative safety or peer through the lab's telescope.

The reclusive director is rarely seen, but her assistant and a recently-adopted, unbelievably precocious child welcome visitors at all time. On sale in the gift shop are exquisitely detailed drawings of a variety of natural scenes around Hyrule, all suitable for a family audience. Visitors are requested not to disturb the apparent mess, which we are told is actually an extremely comprehensive floor-based filing system.

Hateno Pasture

Halfway up the road to the Tech Lab is this quiet pastoral farm, the origin of the famed "Lon-Lon" brand milk as well as other agricultural produce such as wool and goat butter. Most goods are sold in town in partnership with the East Wind store, but families may enjoy taking the time to visit the gentle livestock here, particularly the cows and their decorated horns.

Ancient Furnace and Hateno Blue Lanterns

Nestled under the shade of a rock by Zelkoa Pond, this ancient Sheikah relic burns blue with an everlasting flame that seems to draw no fuel (though it can be quenched with water easily, and burns regularly outside of specialised vessels). The Tech Lab's ancient director was a once-regular sight keeping Hateno's famous blue lanterns lit with a flame from this furnace, but in recent times has preferred to subcontract out the duty.

The town's lanterns follow no specifically predefined course, but are dotted around the village, lending a comforting ethereal glow to the warm nights of this peaceful town.

Bolson Construction Model Village

A novel concept best demonstrated in-person, this village models a proprietary form of modular building involving pre-fabricated housing units which can be placed anywhere with clear enough land.

The prototype concepts demonstrated here are the basis for Akkala's most recent settlement, Tarrey Town.

Horned Statue

This charming relic located in a back-path near Firly Pond is largely ignored by the locals, but travelers might care to view this genuine example of subversive sculpture, apparently a desecration of some kind of a standard statuette of Hylia. Note: visitors who hear voices in their head near the statue are advised to simply turn around and leave.

Seldon Tours

Free | Those looking for an in-person guide to Hateno are best placed finding the breaches-wearing Seldon, who in his retirement is happy to show visitors around the rustic shire. Tours end near the

Hateno Village



Sights

1. Horned Statue
2. Bolson Construction Model Village
3. Ancient Furnace
4. Hateno Pasture
5. Hateno Ancient Tech Lab

Shopping

6. The Silent Man's Armoury
7. Ventest Clothing Boutique
8. East Wind
9. Hateno Dye Shop
10. The Great Ton Fu Inn



Ventest Boutique, which is run by Seldon's daughter, but rest assured that any attempted upselling is quite easily rebuffed.

Sleeping, eating and shopping

The Great Ton Fu Inn

20-40RP | One of the largest inns in Hyrule, Ton Fu certainly earns its 'great' moniker, at least in terms of size. Boasting its own set of stables, outdoor cooking facilities, a spacious dining and kitchen area and – of course – many many beds, the inn is great value for money. There's nothing quite like drinking a glass of warm milk on the porch in the early morning and watching the rest of the town begin to stir.

East Wind

12-250RP | This cosy shop-and-house sells the excess produce from the surrounding farms, with specialties including the world-famous Lon-Lon milk, goat butter, and Hylian rice. Another addition is well-fletched bomb arrows, which are quite difficult to find elsewhere, though be prepared to pay through the nose.

Hateno Dye Shop

20RP | A colourful place where the traditional art of Hateno clothes dying is still diligently practiced. For a nominal service fee, all manner of clothes, apparel and even armour pieces can be made whatever colour you so desire, though it is B.Y.O.I. (Bring Your Own Ingredients – until recently, the shop also sold pre-made dyes for convenience, but the service has been withdrawn due to the recent upswing in monster attacks).

The proprietor may look deeply suspicious, and is (as with many Hyrulian merchants) perhaps overly fond of puns, but he certainly knows his dyes. The Dye Shop can also remove colouring as well on an already-dyed piece for a similar service charge, though there is slightly more grumbling involved.

Ventest Clothing Boutique

60-250RP | This chic store sells clothing inspired by and designed to complement the world-famous Hateno dyes, but its proximity to Fort Hateno also means that military fans can often find full sets of repaired soldier's gear in stock.

Despite her body language and near-pathologic meekness, proprietress Sophie is a helpful and stylish attendant; just don't try and make her leave her corner.

Bolson Construction

Hyrule's premiere construction company, Bolson Construction creates anything from cosy homes and gorgeous gardens to bustling inns with a cheery smile and a ready credo, though their proprietor's real passion is interior decoration.

Currently prototyping a modular construction system detailed above. Oddly enough, for one of the most diverse employers in the region, they only hire people whose names end in 'son', which would surely land them in front of an anti-discrimination board if any such concept existed.

The Silent Man's Armoury

Free | Across the way from the Bolson Model Village is this private dwelling, the first floor of which has been converted into a display area for used weapons and shields. The lineup changes regularly and seemingly at random, so you're as likely to find rare, nigh-legendary weapons on display as you are a pot lid and a ladle.

Only open to the public whenever the armoury's taciturn owner is in town, access is quite limited, so take the opportunity if it is so offered. The owner does not accept donations in rupees, but (despite his trim physique) is rumoured to be a legendary glutton, so payment in foodstuffs is acceptable.

Opposite: *Bolson Construction Model Village* **Below:** *The Hateno Tech Lab*



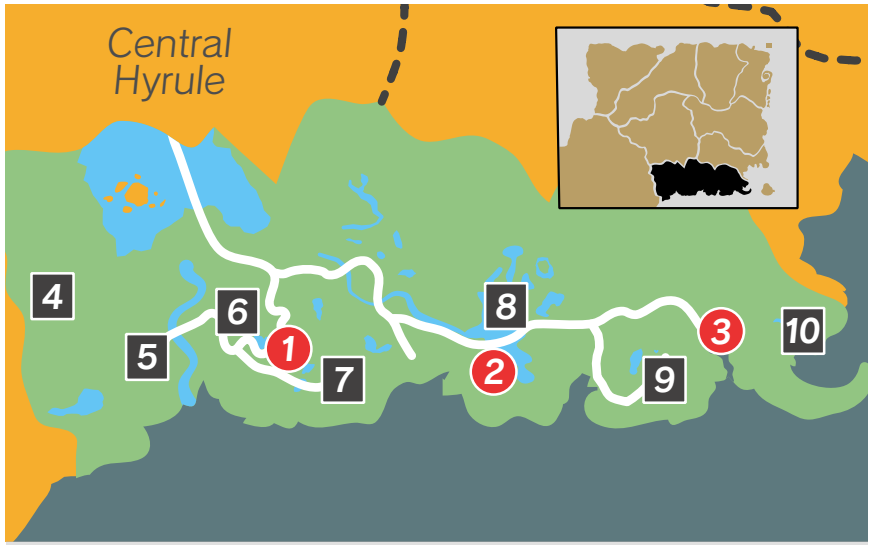


Faron

Dominated largely by a great tropical rainforest that improbably encompasses the southern portion of Hyrule, Faron is a humid wilderness where strange stone relics peek out from beneath giant, root-covered trees.

Balmy Lurelin village is the ultimate destination for most visitors, lured in by its relaxed attitude, sparkling waters and sandy beaches, but the region also hosts a splendid riding course in the more temperate grasslands to the west.

Faron



Lodging

1. Highland Stable
2. Lakeside Stable
3. Lurelin Village (pg40)

Sights

4. Faron Grasslands
5. Mounted Archery Camp
6. Mounted Obstacle Course
7. Malanya Spring
8. Lake Floria
9. Lover's Pond
10. Palmorae Ruins

Getting there

Faron's only road access is via the **Lake of Hylia** to the south of **Central Hyrule**, turning east at its southern crossroads to head into the dense jungles on the long and winding road to **Lurelin Village**, or alternatively heading a short distance south on the path to the **Faron Grasslands**. Visitors may also choose to disembark at Lurelin Village's port if they are coming via the sea.

Dangers

A tropical climate means sudden **rains** and **thunderstorms** are a way of life in the dense forests of Faron, extending on occasion all the way to balmy Lurelin. Avoid holding metal objects if at all possible.

Though ancient Zonai ruins dot the jungle pathways, travellers are discouraged from exploring far from the safety of the roads; there are undoubtedly more ruins to discover, but they are largely inhabited by territorial **lizalfos**, some of whom have adapted by developing terrifying lightning-based powers and are much more trouble than they are worth.

Lodging and accomodation

Lurelin Village

See pg40.

Highland Stable

20-40RP | This inn sits in the middle of the Fural Plain just south of Lake Hylia. Its main claim to fame is the Mounted Obstacle Course, detailed below, as well as its pleasingly landscaped borders around which many fir trees have been planted.

The stable also offers a complimentary mane-braiding and saddle customisation service for those with a deep relationship with their equine companions.

Lakeside Stable

20-40RP | Crouching amongst the Zonai ruins just before the Floria Bridge is this homely stables. A handy observation tower provides something of an elevated view, though the effect is somewhat lessened by the equally-tall foliage that extends in all directions. Ask about their apple pie.

Sights

Mounted Obstacle Course

20RP | The Highlands Stable runs this obstacle course on the Fural Plains for visitors who care to assist them in temporarily driving off the local bokoblin nuisances. Competitors demonstrate their prowess by navigating a circular course around the plain while riding their horse over a number of hurdles and returning to the stables.

Only the best riders around can hope to snag one of the stable's premium saddles, the designated reward for the fastest racer.

Mounted Archery Camp

20RP | Following the road west of the stables will lead you to this much more temporary encampment, where a tough old fletcher offers arrows for sale and drills on the art of horseback archery. The course, and his wisdom, are well-worth the rupees for anyone serious about shooting arrows accurately from the back of a galloping steed.

Malanya Spring

Nestled at the end of a canyon pathway south of the Highlands Stable is this freshwater spring, said to house a being akin to the Great Fairies but for horses. Consequentially the appropriate gift is not rupees, but fresh oats or apples.

Equine companions do tend to appreciate this little refreshment stop, so it's worth the trot up the path to find it.

Faron Grasslands

To the west of the Mounted Archery Camp are the Faron Grasslands, a set of grassy rolling hills that slope into scrubland as it approaches the fortress-like mountain range that surrounds Gerudo.

A wonderful place for horse lovers, which unfortunately includes bokoblins – make sure your steed is fleet of foot. Rumours speak of a giant horse twice the height of a man which dwells somewhere in the region; please send us a letter if you spot it.

Lake Floria

The path to Lurelin village is a long ride through a steamy jungle, but the greatest sight along it is the Floria Falls, a series of cascading waterfalls that feed into the rough waters of Lake Floria. The bridge that spans it is rough-hewn, supported by the boughs of ancient trees that almost seem to become part of the bridge itself.

Reported sightings of the great dragon Farosh are not uncommon, though as these often coincide with thunder-storms we do recommend that dragon-chasers take precautions against sudden electrocution.

Below: *Zonai statues dot the jungles*



Lover's Pond

Romantics from all around (especially Gerudo) gather at this heart-shaped pond at the peak of Tuft Mountain, lured by the legend that it is here that you will meet your true love. Even if you don't, it's worth visiting anyway just to see the gorgeous flower-filled field beneath the light of a blue moon.

Palmorae Ruins

Just east of Lurelin Village, nestled into a small cliffside cove, are the ruins of an ancient temple surrounding a shrine which was apparently destroyed in an earthquake some years back.

An enterprising local youth has diligently recovered a small circular monument, emblazoned with runes that glow in the darkness. The fragment now sits on display out the front of the ruins, accompanied by a discreet donation box.



Left: *Horses roam the Faron Grasslands*

Below: *Two travellers meet at the Lover's Pond at the peak of Tuft Mountain*





Lurelin Village

Once a simple, quaint fishing village, Lurelin is in the beginnings of a tourism revolution, with shady parasols and colourful fabrics popping up all around that complement that town's unique boat-based architecture.

Even with the slight increase in out-of-town visitors, however, the locals aren't letting anything interfere with their relaxed, breezy way of life. Sun, surf, and fresh-caught fish: a worthwhile visit for anyone looking to simply stretch out and relax.



Above: *Lurelin structures prominently feature both trees and boats*

Getting there

Visitors to Lurelin typically travel south across **Lake Hylia** and then cut east through the **Faron Woods** and across **Lake Floria** before following the gentle descent to the coast. Visitors can also dock smaller boats at Lurelin Village's port for convenient sea access.

Sights

Lurelin's greatest attraction (besides its decidedly unique habit of incorporating trees into its buildings) is its pristine beaches marked by **Korne Beach** on one side of the mouth of the bay and by **Rimba Beach** on the other.

Only occasionally marred by a fierce tropical cyclone, the views are spectacular, the water crystal-clear and the sand warm and crisp beneath your feet. And, best of all, the locals keep the beaches close to the village quite safe.

In truth, the gorgeous sands extend all the way east up to **Soka Point**, but as the occasional disguised lizarlfos roam the dunes, sunbathing without a sword and board is largely discouraged.

Eating, sleeping and shopping

Fishing Resort

20-40RP | This well-furnished inn, built into a deconstructed ship and a grove of giant palm trees, is a great place to kick up your feet and just chill. Shadecloths and benches outside provide a great place to sit and beachwatch, while the owner is only too happy to lend you a raft for the day if you're looking to cruise out and explore the bay for yourself.

All or Nothing

10-100RP | Popular during rainy days when the town's fishermen are prevented from

Lurelin Village



Sights

1. Beaches

Shopping

2. Fishing Resort
3. All or Nothing
4. Fish Markets

plying the ocean waves, All or Nothing offers a simple wagering game: participants pay a fee to open a treasure chest which may, or may not, have a decent reward within.

The philosophical owner at least has the decency not to openly cheat his customers, and is surprisingly generous with the bottle he always has open, so it's not as dodgy a place as it looks. Also serves as the municipal library, for some reason.

Fish Markets

20-140RP | Local traders are always hauling in their latest catches down by the docks, meaning the seafood here is often so fresh that it's still flopping around. If you're up to do a spot of fishing yourself, but can't be bothered actually having to hit things, shock arrows are also on offer.



Gerudo

Named for the all-female warrior tribe that dwells at its heart, Gerudo encompasses the entirety of the desert wastelands that connect Hyrule by land to the rest of the continent, as well as the mountain highlands that surround it to the north and the east.

Dotted by ruins of civilisations even more ancient than those dating to the time of the Calamity, the desert is a worthwhile visit for amateur archeologists, sand-racing fanatics and lovers of Gerudo culture alike.

Gerudo



Lodging

1. Gerudo Town (pg52)
2. Kara Kara Bazaar Inn
3. Gerudo Canyon Stable

Sights

4. Gerudo Giant Skeleton
5. Gerudo Highlands Summit
6. Sand-seal rally
7. Northern Icehouse
8. Statues of the Seven
9. Gerudo Canyon Pass
10. South Lomei Labyrinth

Getting there and getting around

Those seeking the lands of the Gerudo conventionally trek through the **Gerudo Mountain Pass** from the north-east, which connects to the wider Hylian central roadway network. The pass has become more dangerous in recent times, especially near its entrance where a lone Hinox often chooses to take a nap.

Once in the desert proper, **sand boots** are highly recommended to contend with the shifting terrain. Experienced **shield surfers** may also consider taming or renting a sand-seal to attempt **sand-sledding**, widely considered the quickest and most convenient form of transport.

From the **Gerudo Desert Gateway**, the desert is relatively flat and so both **Kara Kara Bazaar** and **Gerudo Town** may easily be seen in fair weather conditions.

Dangers

As with many deserts, Gerudo is **baking hot** during the day and **freezing cold** at night. Suitable clothing for both climates is recommended, alongside dishes or elixirs to help deal with sudden changes in temperature.

Thirst is also an ever-present danger; if carried water rations prove insufficient, the fruit of the voltfruit cacti or (more preferably) the hydromelon vine is considered sufficient hydration.

Explorers of the highlands in Gerudo's north should also note that **snowfall** and cold conditions are not uncommon due to the high altitudes. Back in the desert basin, choking, visibility-clouding **sandstorms** are also an ever-present danger and should be avoided if possible.

Though the path to and from settlements in Gerudo are well-used and quite safe, visitors should keep a wary eye out for camouflaged **Lizalfos**, especially of the electric variety. Explorers should also be warned that **Moldugas** – giant sand-fish capable of devouring a person in a single bite – claim territorial grounds out in the wilds and should not be disturbed under any circumstances.

Finally, reports from Gerudo warriors indicate that a bandit tribe called the **Yiga** operate somewhere out of the mountain highlands. Though attacks on travelers are rare (apart from blonde male travellers who should dye their hair, according to stable gossip), caution is nonetheless advised. In particular, travellers should avoid the **Karusa Valley**, which – though seemingly abandoned – is considered enemy territory by Gerudo scouts.

Lodging and Accomodation

Gerudo Town

See pg52.

Kara Kara Bazaar Inn

20-40RP | Visible from the Gerudo Desert Gateway is a welcoming set of palm trees and the imposing landmark of the only stone building nearby, marking an cooling oasis around which a small market has formed. As men are barred from Gerudo Town proper, most male merchants conduct their business here while waiting for partners or associates to return from the more populated city.

The bazaar is a great place to pick up clothing, fruit, or other foodstuffs on the cheap. The only permanent shops are within the stone inn, where a (bored-looking) attendant sells artisanally-created arrows.

Gerudo Canyon Stable

20-40RP | Located in a small clearing just before the Gerudo Desert Gateway, this stable offers a convenient place to put up your horse before entering the region, as most equines generally refuse to traverse the sandy wastes. The chilly mushroom risotto is a local specialty and a perfect way to stave off the heat.

Sights

Sand-seal rally

50 - 100RP entrance fee | The Gerudo love of sand-seal surfing has led to this dangerous but exhilarating sport, where competitors must navigate a gauntlet of obstacles - including an actual lizarlfos camp - within a specified time limit.

As it is held beyond city limits, men are permitted to compete, so there's no gender limitations to who you can put money behind. If you're lucky enough to meet some of the local competitors, ask them where they got their shaded glasses; we didn't get the chance.

Below: *Excavation scaffolding still hangs in the Gerudo Canyon Pass*



Gerudo culture

Some quirk of biology, or possibly an ancient curse of some description, means that the Gerudo very rarely give birth to males. According to legend, any such males born are immediately destined to kingship. In the meantime, young Gerudo are raised in an all-female society dedicated to the warrior arts.

It is considered ill-omened for Gerudo to meet a male before the age of adulthood, so men, or voe as they are known in the Gerudo language, are barred from Gerudo Town. Upon attaining the age of adulthood, Gerudo women will often pilgrimage far and wide to wander the world, obtain knowledge, and seek a partner. Overly-amorous visitors are reminded that the Gerudo are a proud warrior culture and that fawning desperation is not a winning formula, even if there isn't any competition for miles.

The Gerudo have an ancient script and speech separate from Hylian Standard, though most Gerudo speak the common tongue as a result of their courtship travels. A brief primer follows:

- **Sarqso**: *Thank you*
- **Sav'otta**: *Good morning*
- **Sav'aaq**: *Good day*
- **Sav'orq**: *Good-bye*
- **Sav'orr**: *Good night*
- **Sav'saaba**: *Good evening*
- **Vasaaq**: *Welcome*
- **Vai**: *Woman*
- **Voe**: *Man*

Gerudo Canyon pass

Travelers from the Hylian plains usually take this route through the floor of the Gerudo Canyon Pass. The



cliffsides are patrolled by monsters who have colonised the platforms once used for excavation of the Divine Beasts and Guardians, but a good horse will handily outrun most anything. Beware of falling rocks or landslides used to slow and confuse travelers, usually preceding an ambush.

Statues of the Seven

These magnificent statues, tall and imposing, stand imperiously in a semi-circle around a small shrine just to the east of the Gerudo desert. Though eroded by the ceaseless desert winds, each is recognisable as a tribute to one of the seven heroines of Gerudo lore that protected the desert tribe and embodied certain aspects and attributes such as endurance, skill, and gentleness.

Local scholar and heroine researcher Rotana of Gerudo Town is more than willing to offer free guided tours for anyone willing to listen (sand-seal rental not included).

Northern Icehouse

Just north of Gerudo town proper, an odd structure of stone squats in the shadows of the Gerudo Highlands. Beneath it, insulated from the burning heat above by many layers of sand, dirt and straw, ice carved from the mountains above is stored and guarded by a Gerudo warrior at all times.

Ancient columns in the style of an acropolis run between the city and the icehouse, suggesting a once-impressive pathway between the two, but in these times the independent ice-runners who deliver their frozen cargo tend to avoid the area due to lizalfos infestation. Visitors are requested not to bring any open flames into the establishment.

Gerudo Giant Skeleton

At the very south-western edge of the desert are a set of gigantic bones half-buried beneath the shifting sands, evidence (or so it is said) of an ancient race of leviathans that once ruled over Hyrule (in the 'majestic creature' sense, not in the 'had a system of government and enforcement' sense). For the intrepid traveller who has journeyed this far, both a small shrine and a fairy fountain plant lie in the shadow of the creature's ribcage.

South Lomei Labyrinth

To the east of the desert, just before the foot of Mount Granajh, a winding mountain path leads to a massive labyrinth. Though an interesting example of ancient Lomei (or is it Zonai?) architecture, the dangers involved in attempting to traverse the maze for no certain gain are a little too high for the casual tourist.

Gerudo Highlands Summit

The Gerudo Highlands to the north are bitterly cold and snowy, with no convenient path to the top, but adventurous folk may find at least two artifacts of interest in the frozen wastes - an enormous stone sword at the very summit of the northern highlands, and an forgotten statue of the eighth heroine, far from her seven compatriots. What she is doing here, and why her sword has been separated from her, is unknown.

Opposite: *Some of the Statues of the Seven* **Below:** *The Gerudo Giant Skeleton*





Gerudo Town

This prosperous desert metropolis is home to the all-female Gerudo tribe, a race of warrior women who founded their city around an ever-flowing freshwater spring.

Female visitors will get the most out of this jewel of the desert, which boasts a dazzling array of shopping opportunities and ways to stay cool amidst the searing desert heat.

Getting there

From the **Gerudo Desert Gatewa**y, it's a well-travelled (though unmarked) path to the **Kara Kara Bazaar** and from there directly on to **Gerudo Town**, keeping a wary eye out for lizalfos ambushes or sandstorms. Hitching a ride with a wild sand-seal is a good way to speed up the long, dreary hike.

Sights

Royal Palace

This magnificent structure, like much of the rest of Gerudo Town, is carved directly into a single existing stone cliff. A natural spring carved into an aqueduct spills forth from behind the golden throne of the Gerudo; cunningly-laid pipes and tricks with pressure force the water upwards to the highly-visible palace roof, producing spectacular waterfalls and a continual gravity-based flow throughout the city.

The throne room itself is a marvel of Gerudo stonemasonry, dominated by imposing statues and fluttering tapestries. A huge open balcony provides a vista of spectacular desert sunsets and gorgeous ink-black nights, while the free-flowing water and the cool cave walls make for a refreshingly comfortable atmosphere despite the heat of the desert winds.

Scholars may attempt to translate the carved stone tablets and columns, though it is generally considered rude to attempt to translate the carvings on the throne while the Chieftain Riju is lounging on it. The Thunder Helm, a traditional Gerudo heirloom, is normally displayed here but is currently on-loan to another institution.

A small sandpit to the side of the throne room houses the Chieftain's personal sand-seal, Patricia, who accepts offerings of fruit in return for homespun wisdom and small prophecies.

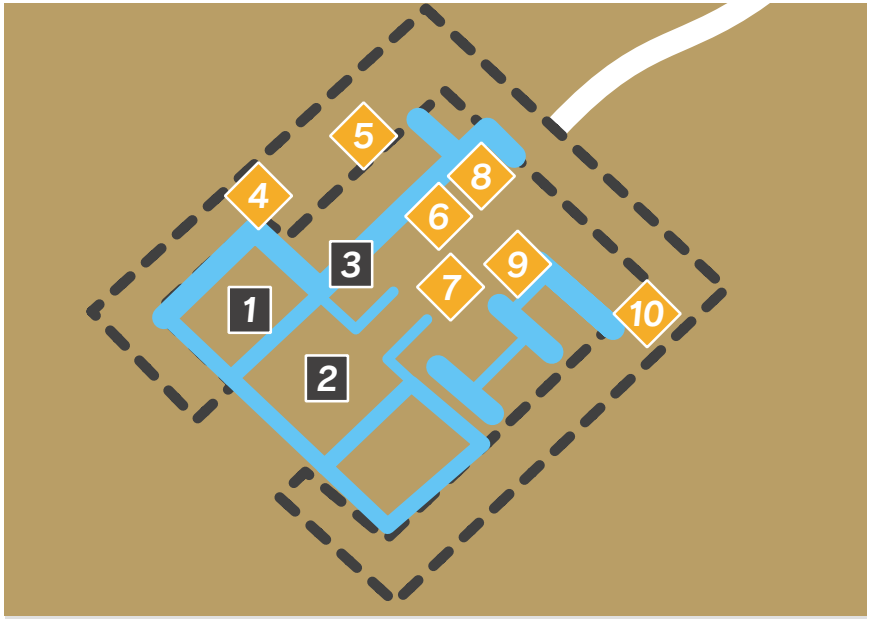
Entry prohibited

Men, or *voe* as they are known in the Gerudo language, will be disappointed to learn that they are forbidden from entering the town on pain of being stabbed by spears a lot (though guards will grumpily provide a small canteen of water for the more pathetic pilgrims petitioning outside the walls). This prohibition applies even to non-Hylians like Rito and Zora, though the Goron are exempt for reasons only known to the Gerudo.

The authors would like to stress that under no circumstances should male visitors attempt to infiltrate Gerudo Town by means of a zany cross-dressing scheme, as this has never, ever worked. Ever[1].

[1] Ok, it worked once, but we got caught eventually.

Gerudo Town



Sights

1. Royal Barracks
2. Royal Palace
3. Rooftop Waterways

Shopping

4. Sand-seal rental, NW
5. Noble Canteen
6. Hotel Oasis
7. Gerudo Town Plaza
8. Starlight Memories
9. Fashion Passion
10. Sand-seal rental, SE

Royal Barracks

Gerudo spearwomen train tirelessly here under the watchful eye of Captain Teake and an elaborately carved statue of a Gerudo warrior. Visitors who sign a waiver are welcome to participate in sparring sessions with practice spears, though be warned that even being hit with a blunt

stick is still pretty painful.

In a classroom off to one side, young Gerudo on the threshold of their pilgrimages learn more cerebral lessons in relationship management and male-female social dynamics during the day. Foreign vai are invited to observe classes, or even deliver a guest lecture if they feel they have sufficient practical experience.

Rooftop Waterways

Water from the royal spring has been masterfully redirected via a series of rooftop waterways lined with shining blue lapis tiles. These life-bearing streams snake all across town, delivering precious water to public wells and drinking-fountains everywhere and cooling the city by literal degrees.

It's no exaggeration to say that Gerudo Town wouldn't be possible without these beautiful women-made rivers and their crystal-clear cargo. An enterprising child has planted a wildberry orchard near one fountain drain, possibly as a demonstration of the beauty of nature, or perhaps because they threw out some seeds by accident.

Sleeping, Eating and Shopping

Hotel Oasis

20-80RP | This boutique hotel on the eastern side of the town plaza is rightly counted as a world-famous travel destination for its spa plan, which claims to "energise you with natural Gerudo confidence!" and "wash away the years, restoring your youthful skin to its natural state!".

Other than its truly divine bathing regime, the Hotel Oasis also offers compli-mentary breakfasts, though private rooms are only available with the spa plan.

Gerudo Town Plaza

12-600RP | A variety of merchants set up shop regularly in the bazaar, obtaining goods from outside the town and returning to

Below: *The Throne Room of the Gerudo, where Chief Riju reigns*



hawk their wares. Recommended specialists include Lorn's Fruit Stall (suppliers to the Royal Palace), a truly decadent butchery, and the local arrow store, which offers a great selection of arrow types at a low, low price.

Cooking classes are also offered at night out of a home near the public cooking facilities, specialising in 'romantic' and filling foods.

Noble Canteen

At the sign of the lapiz-lapur bottle is the Noble Canteen, Gerudo Town's premiere bar and possibly one of the best bars in all of Hyrule. Owner Furosa serves up their signature Noble Pursuit, a chilly, light sensation cooled by ice fresh from the Gerudo Highlands, as well as an assortment of other cocktails and a incredibly refreshing risotto.

The shady courtyard, covered in ornamental rugs and tapestries, is exceptionally popular as well and a great place to pick up gossip or moon over a lost love in peace and comfort.

Fashion Passion

180RP | Visitors who wish to dress in the breezy Gerudo style should not miss Fashion Passion, which is all about the latest in trendy, silken clothing for the young and young-at-heart. All clothing is sold ready-to-dye, though you'll have to travel to Hateno Village to take advantage of that service.

We've also heard whispers of an exclusive club membership for more... forbidden apparel, but were unable to confirm entry.

Starlight Memories

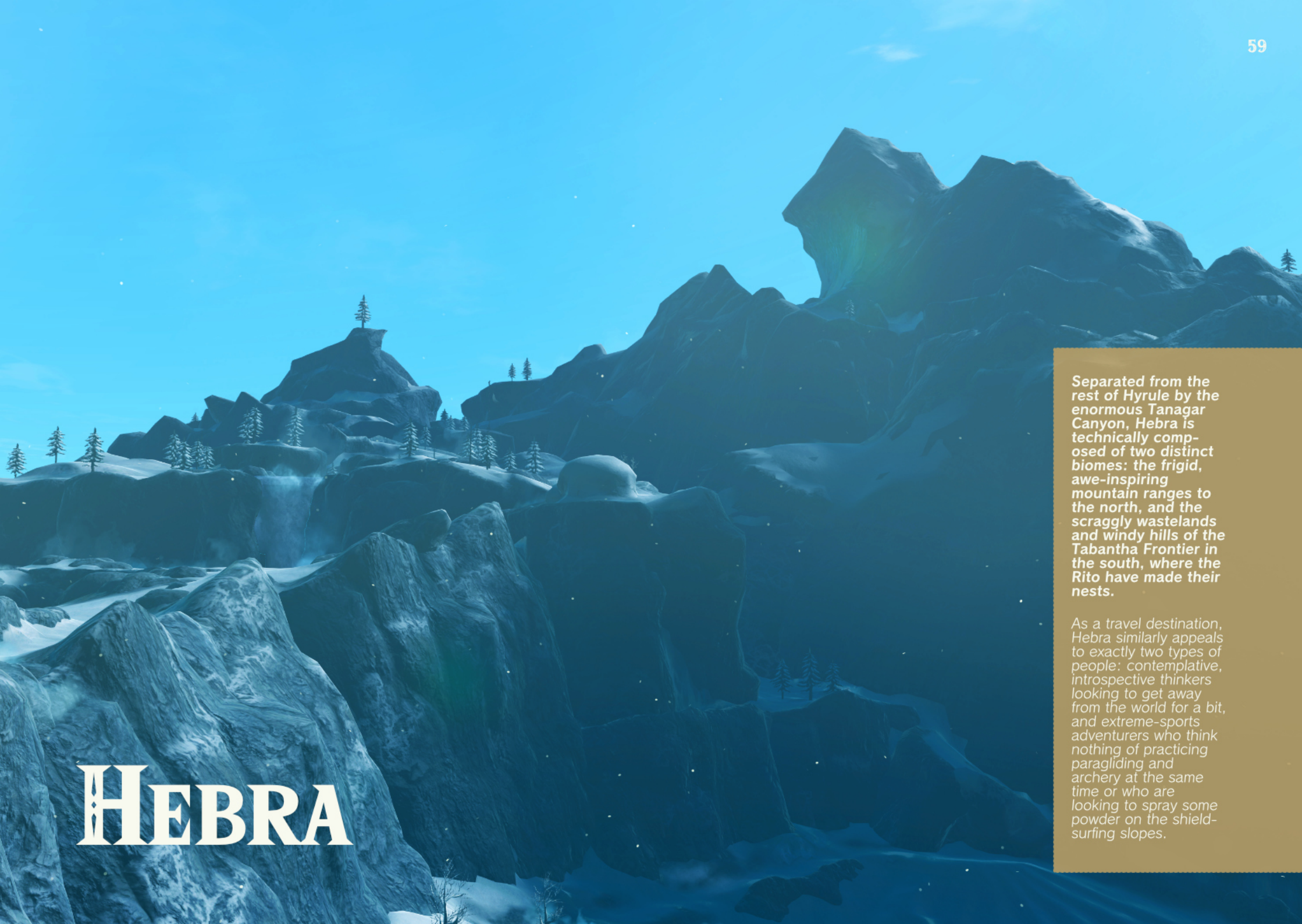
100-1,500RP | This specialty jewellery store may charge big prices, but the pieces that jewelsmith Isha produces are truly one-of-a-kind, and only partially because you have to provide your own gems. Through laborous crafts-womanship, the inherent magic of each gem is channeled into a piece of jewellery that provides what can only be described as an 'sparkling aura'.

Well worth the trip to Gerudo Town, and perfect gifts for men and women alike.

Sand-Seal Rental Shop

20-50RP | A family-owned affair, this seal-iously punny business offers seal'n'shield rentals and beginner courses on sand-seal surfing. A small merchandising arm also provides a few tourist trinkets and soft toys - lucky visitors may spy the Gerudo leader, Riju, surreptitiously purchasing a few knick-knacks here and there.

Two outlets exist for the convenience of travellers leaving from the north-west and south-east entrances of Gerudo Town.



Hebra

Separated from the rest of Hyrule by the enormous Tanagar Canyon, Hebra is technically composed of two distinct biomes: the frigid, awe-inspiring mountain ranges to the north, and the scraggly wastelands and windy hills of the Tabantha Frontier in the south, where the Rito have made their nests.

As a travel destination, Hebra similarly appeals to exactly two types of people: contemplative, introspective thinkers looking to get away from the world for a bit, and extreme-sports adventurers who think nothing of practicing paragliding and archery at the same time or who are looking to spray some powder on the shield-surfing slopes.

Hebra



Lodging

1. Rito Village (pg64)
2. Rito Stable
3. Snowfield Stable

Sights

4. Stumida Hot Spring
5. Flight Range
6. Hebra Mountain Climbing Path
7. Ancient Columns
8. Great Fairy Fountain
9. Shield Surfing
10. Snowball Bowling

Getting there and getting around

There are two primary entrances to Hebra via the **Ridgelands**. To the north, visitors can follow a lengthy road around the side of the **Tanagar Canyon** straight by the edges of the **Tabantha Tundra**, which is generally regarded as a relatively gentle ascent.

Otherwise, the **Great Tabantha Bridge**, a modern marvel of wood and... wood, spans the canyon on its southern side and is a convenient (if somewhat rickety) way to get to Hebra. Both roads terminate ultimately around **Lake Totori** and the **Rito Village.**

Visitors to the mountains will always struggle to climb up the many dangerous peaks, but those proficient at **shield surfing** or **paragliding** will find their load eased on the way back down. **Snow shoes** are also worth the asking price.

Dangers

Tabatha Frontier to the south presents no particular dangers, but those looking to climb the Hebra Mountains are warned to be prepared for **extreme cold** as well as visibility-clouding **blizzards**.

The local wildlife is largely of the leave-them-alone-and-they'll-leave-you-alone persuasion, but even a minor altercation with a **rhino** or **mountain goat** can leave you plummeting off a cliff-face to your doom, so practice caution.

Monsters roam the frozen peaks as well, so be on the lookout especially for camouflaged **Lizalfos**, **ice chuchus** and **frost pebblits**, which can surprise unwary travelers, as well as unexpected **avalanches**.

Lodging and accomodation

Rito Village

See pg64.

Rito Stable

20-40RP | Situated on the edge of Lake Totori, near the entrance to the Rito Village, is this stable-slash-accomodation-slash-woodcutting operation.

Situated on solid ground as it is, it is much preferred by travellers with vertigo who often feel somewhat queasy trying to rest in the Rito's elevated aviaries.

Snowfield Stable

20-40RP | The bare trees along the frozen tundra to the east of the region eventually give way to this small oasis of light and warmth, though you are well-advised to keep your furs on as the tenting is sadly insufficient to protect against the cold and snow. Best practice is to stay by the fire supping on spicy stews by night, and head for warmer



Above: *Selmie's Spot at Mt Hebra's peak offers brief respite from the cold*

climates as soon as the sun rises.

Sights

Flight Range

Free | A geological oddity involving thermal vents and the chilly mountain air has created this vortex of perpetual thermal updrafts, which the Rito have adapted for flight training purposes. Here juvenile Rito learn to soar in a controlled environment, and older warriors practice their mid-air archery skills against sets of targets nailed to the wall.

The Champion Revali was said to have mastered his unique art here, after much observation of the forms and flow of the wind. Warriors training their charges often camp out at the hut nearby, maintaining their weapons and meditating.

If you're of a mind to join them, B.Y.O.G (Bring Your Own Glider); ammunition and bows are plentiful, and the Rito seem positively enthused to share the wonders of flight with anyone possessing the fortitude to give it a go.

Hebra Mountain Climbing Path

Beginning from the Hebra Trailhead Lodge to the north of Rito Village is a traditional hiking trail that ascends into the mountains. Established by the well-recognised Selmie, Duchess of Downhill, an ad-hoc community of hikers and shield-surfers has formed to minimise fatalities for those who wish to climb the treacherous mountains.

Selmie's survival notes have been left in the Lodge at the base of the trail, with some helpful (and not-so-helpful) additions scrawled by returning pilgrims. Large flags mark the trail up and down, visible in most conditions from a fair distance, and also indicate the locations of emergency survival goods if you're in a pinch. If you utilise these caches, it's considered good manners to return at a later time and replenish the supplies - what goes around comes around, after all, often at speed while riding a shield.

Note that portions of the trek do involve paragliding on thermal currents, and the mountain is absolutely crawling with monsters, so the trek is even more dangerous that it appears at first glance.

Still, the views are absolutely stunning, the adrenaline thrilling and there's nowhere else you can go that will give you quite this sense of accomplishment, save perhaps infiltrating Hyrule Castle. Do you have what it takes?

Shield-surfing

20RP | The brave hiker who actually completes the Hebra Mountain Climbing Path will find themselves at Selmie's Spot, a cosy cabin near the peak of Hebra itself, where the Duchess herself still dwells. If you can impress her, she will allow you to partake in one of two shield-surfing courses, breakneck downhill high-speed challenges that exhilarate almost as much as they can terrify.

Prizes include increasingly rarer shields and the knowledge that you've met, and perhaps even bested, the best there ever was.

Secret Hot Springs

For those adventurous - some might say foolhardy - enough to wander off the beaten path in the Hebra Mountains, a number of healing, soothing hot springs are said to exist somewhere in the depths of the mountains. The authors for one can confirm their existence; one such spring saved our lives when we were caught in one of Hebra's frequent freak blizzards.

Alas, the only hot spring marked with visible signage is the Stumida hot spring which marks the finish line for one of Selmie's shield-surfing courses – a long way to go even for these refreshing baths.

Snowball Bowling

20RP | In the shadow of the Tabantha Snowfields tower is this unique enterprise involving, essentially, rolling a snowball down a hill to knock over some (immaculately carved) pins. The proprietor is perhaps a little overly fond of puns, but offers a decent payout. Be warned: it's harder than it looks.

Great Fairy Fountain

Hidden up a narrow pass near Piper Ridge is a great flower in a small clearing, rumoured home to a Great Fairy, though given this fountain's out-of-the-way location the place is looking a little wilted.

Ancient Columns

The occasional ancient Hylian column flanks the road that winds through the Tabantha Frontier, but the largest concentration of these in the highest-quality conditions for the budding archaeologist is located at the peak of the Rayne Highlands. Be warned that the location is heavily infested by monsters.



Rito Village

Hanging from halfway up a massive stone pillar in the center of Lake Totori is the Rito Village, an airy and austere place for travelers unafraid of heights.

The home of the Rito people has been constructed with only a modicum of deference to land-bound folk, but a little cardio is a small price to pay for the village's contemplative atmosphere, traditional warmth and truly spectacular views.

Getting there

Following the roads that snake through **Hebra** will eventually lead to a central plateau surrounding **Lake Totori.** From the **Rito Stable**, on the eastern side of the lake, follow the rope bridge that connects the various pillars to find your way to the lower entrance of the **Rito Village**.

Sights

Revali's Landing

One of the best places in the village to sit and stare out across Hebra, this flight deck was named after the Rito Champion of a hundred years past and is still in use today.

Air traffic control kindly requests that visitors vacate the platform during takeoff and landing procedures.

Rito Village Warblers

With the Rito's premiere bard currently out touring, the village's children's choir have stepped into the musical gap. Visit their daily practice near the local shrine during daylight hours and enjoy their wonderful harmonies and technicolour stylings.

Eating, sleeping, and shopping

Swallow's Roost

20-80RP | Rito largely prefer to sleep suspended in hammocks, but for those who need a good, solid bed, the Roost is the premiere (well, only) place in the village for you. Despite the open-air construction typical of the region, the local specialty - a Rito-down bed, stuffed from seasonally molted feathers - is more than enough to keep you comfortable during the cold, windy nights.

Like many inns across Hyrule, there is no real concept of privacy here, so perhaps not the best choice for a honeymoon visit.

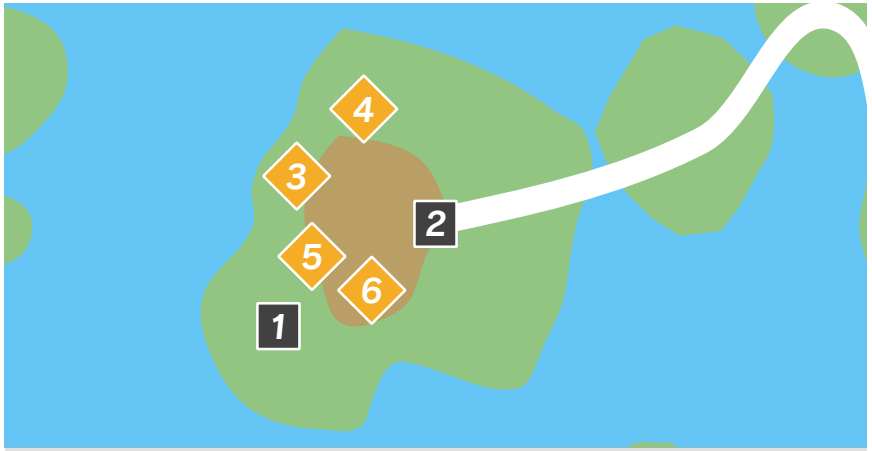
The Slippery Falcon

12-200RP | The Falcon specialises in providing cooking staples such as wheat, sugar and butter, as most locals hunt or forage in person for the meat or fish portions of their meals. Those at a loss for what to provide for dinner can also consult the public recipe lists, with many traditional suggestions such as apple pie, nutcake, and bananas.

Watch your step

Rito bridges and walkways are of solid design, but it's worth being careful nonetheless– the lake's surface is not as soft a landing as you would think, and there's always the possibility of bouncing off the stone cliffs as you tumble.

Rito Village



Sights

1. Rito Village Warblers *(upper level)*
2. Revali's Landing *(upper level)*
3. The Slippery Falcon *(lower level)*
4. Swallow's Roost *(lower level)*
5. The Brazen Beak *(lower level)*
6. Harth's and Crafts *(upper level)*

Shopping

The store also offers bomb arrows for those who like to combine the hunting and roasting parts of the process for maximum efficiency. A small branch office in Tarrey Town has also recently opened for business.

The Brazen Beak

550-1000RP | A shop offering wing-crafted, down-stuffed clothing that is borderline essential for visitors. The Rito down industry is popular amongst those venturing into cold climates, and for good reason; naturally molted feathers from young Rito serves as an unparalleled insulator, and are soft and fluffy into the bargain.

Harth's and Crafts

A specialist fletcher and archery supply shop, though unfortunately the proprietor has recently injured a wing and will only work on pieces of utmost importance until he is recovered. Probably your best bet to obtain a paraglider at some point in the future.

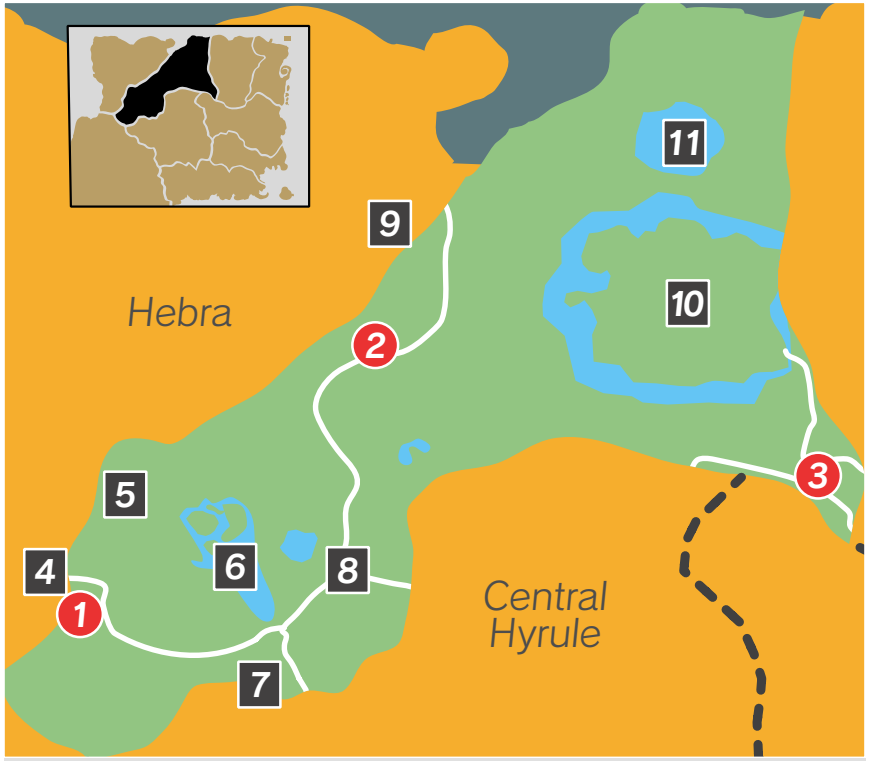


THE RIDGELANDS

Named after the succession of hills this region covers as Hyrule crests towards the Hebra Mountains to the north-west, the Ridgelands is technically a part of Central Hyrule but contains sufficient features to warrant a section of its own in this guide.

Bounded by Tabantha Canyon to the north and a succession of rivers to the south, it boasts no permanent community to call its own beyond that of the woodland creatures in the Great Hyrule Forest.

The Ridgelands



Lodging

1. Tabantha Bridge Stable
2. Serenne Stable
3. Woodland Stable

Sights

4. Tabantha Great Bridge/ Tabantha Canyon/Boom Bam Golf *(below)*
5. Footrace Check-in
6. Thundra Plateau
7. Stone Rings
8. Breach of Demise
9. Forgotten Temple
10. Great Hyrule Forest
11. Typhlo Ruins

Getting there

The Ridgelands connect to the great Hylian central roadway network from the south via the **Jeddo Bridge** near the **Sartori Mountains**, and more dangerously from its the eastern side via the **Carok Bridge** and through the **Breach of Demise**, though this entrance is dangerously close to the ruins of **Hyrule Castle** for comfort.

Dangers

No special measures need be taken beyond standard precautionary tactics in the Ridgelands.

Lodging and accomadation

Serenne Stable

20-40RP | In a copse of trees by the north-eastern part of Tanagar Canyon is this secluded stable, looking up at the jagged cliffs of Hebra.

In recent times this inn has inexplicably become something of a hub for academic research on the giant Leviathan skeletons that can be found in the far reaches of Hyrule's wilderness. Some scientists pay good money for well-rendered sketches of these titanic remains.

Woodland Stable

20-40RP | At the fork in the road north of Hyrule Castle that leads to either Eldin or the Great Hyrule Forest is this sprawling stable. An outdoor dining area is a rare but appreciated add-on, with vegetable curry the specialty of the house.

Complimentary mane-braiding and bridle/saddle customisation is also on offer during daylight hours.

Tabantha Bridge Stable

20-40RP | Just by the Tabantha Bridge entrance to Hebra sits this well-situated stable, a welcome respite for those on the long haul to Rito Village. Bandit attacks have been on the rise in the area recently, but the stable is a safe place to rest your head.

Sights

Great Hyrule Forest/The Lost Woods

This expansive old-growth forest, near-permanently shrouded in fog, remains untouched by both civilisation and the malice of the Calamity. The most noticeable feature is a humongous cherry tree at its very centre, with gorgeous pink blossoms that ripple in the gentle breeze. Alas, you won't be able to enjoy its shade as none have yet managed to penetrate the spirit-touched interior of the forest.

Rumours of legendary treasures – including the Sword That Seals The Darkness – hidden within are common, but anyone who has attempted to enter the woods has inevitably gotten lost and found themselves back outside it, bruised and bewildered though usually unharmed. The forest is thus generally best enjoyed from a distance.

Typhlo Ruins

North of the Great Hyrule Forest is a series of giant, monolithic statues that lead to a marshy wetland, in which one can find the Typhlo Ruins, remnants of the long-vanished

Zonai culture that predates even the ancient Hylians.

Alas, much like the Lost Woods, some kind of curse lies over the marsh which permanently envelops the area in an inky, smoky darkness which even the light of an open flame struggles to pierce. Skip this unless you like not being able to see where you go and nearly drowning in mud.

Thundra Plateau

Just east of Mount Rhoam is a small boggy area dominated by enormous, towering dragon trees (not mushrooms, a common mistake). A near-permanent thunderstorm once surrounded the area, hence the name, but it seems to have cleared up recently.

In the depths of the swamp is a raised platform, where ancient Zonai pedestals with some glowing orbs surround a Sheikah shrine, a curious synthesis of ancient cultures.

Footrace Check-in

Those confident in their top speeds can find like-minded individuals here, though only one competitor was present when this writer dropped by. Wagering is common, but those who can scale rocks may have an advantage, as anything goes so long as you're not on a horse.

Breach of Demise

Serving as the eastern entrance to the Ridgelands for those brave enough to traverse through the Hyrule Town Ruins, the Breach is a jagged valley leading to a crossroads and is notable chiefly for its formations of strange, bleached-white stone, which resembles an insect hive made of bone.

Stone Rings

Just to the north of the Nima plains, across the Jeddo Bridge, are a set of crude stone rings surrounding a shrine, the subject of a popular song involving archery (scholars currently think the folk tune is actually an extended metaphor about the importance of love and straightforwardness, but the stone rings remain here all the same). Quite picturesque.

Tabantha Great Bridge

This grand wooden bridge spans the length of the Tanagar Canyon and marks the boundary between the Ridgelands and Hebra. An impressive feat of classic engineering, the bridge has unfortunately seen better days; while the foundational structure is still solid, time and wind has eroded its edges. Watch your step.

Tanagar Canyon

A great gash in the land signifying the eastern border of the Ridgelands, Tanagar Canyon is bridged by the Tabantha Great Bridge (see above) and is also said to mark the trail of the great dragon



Above: *A storm engulfs the Lost Woods, illuminating a great cherry tree*

Dinraal on some extremely parched mornings. Freestanding windmills dot the walls here and there, taking advantage of the wind tunnel created by the valley's walls.

The canyon floor is largely desolate with only monsters and wolves for company, with the notable exception of a small golf course, detailed below. The eastern edge of the canyon terminates in a sheer cliff, beneath which an ancient temple complex can be found, though the authors highly discourage entry.

Entrance to the canyon via a gentle incline is, conversely, from the west. If you must enter, bring a horse or two.

Boom Bam Golf

20RP per hole | An enterprising Goron who rolled into the valley accidentally has set up a golf course almost directly beneath the Tabantha Great Bridge.

As the aim is to knock a massive boulder into a hole quite a distance away, this is an activity best suited for those with strong arms, explosives, some kind of magic relic that can store accumulated momentum and unleash it all at once in a given direction, or a combination of all three.

Not the most convenient location for the casual tourist, nor the easiest game to play, but surprisingly addictive nonetheless.

Forgotten Temple

This strikingly well-preserved temple complex is situated at the terminus of Tanagar Canyon at the far eastern end, with entrance quite easily accessible via what was once clearly a main thoroughfare. Unfortunately a truly frightening number of active Guardian husks within are also quite well-preserved and any visitors can be sure of hearing the active targeting chimes of at least 6-7 lasers at the same time before further exploration is quite painfully inhibited. **Do not enter under any circumstances.**



Eldin

Far and away the hottest place in Hyrule, Eldin encompasses the entirety of the volcanic Death Mountain as well as its associated canyons and scorched terrain.

Home to the industrious and tough Goron, the fiery environment can be a deterrent to the casual tourist, but dedicated visitors will find much to enjoy in the rough charms of Goron City and its craggy surrounds.

Eldin



Lodging

1. Goron City (pg80)
2. Foothill Stable

Sights

3. Southern Mine
4. Goron Hot Springs
5. Bridge of Eldin
6. Death Mountain Summit
7. Gut Check Rock

Getting there and getting around

The beginning of the Death Mountain ascent is easily accessible off the Hylian central road network. Start from the **Maw of Death Mountain** and follow the path through the twists and turns of **Eldin Canyon** until you see the welcoming gates of **Goron City.**

From there, the difference between 'road' and 'terrain' becomes somewhat blurred, but the Goron City Board of Tourism has recently invested in infrastructure development and helpful signs now proliferate. If all else fails, follow the ubiquitous minecart tracks to the closest Goron for directions.

Dangers

Eldin's immediate vicinity is so **hot** that wooden items and other organic material, such as food, will often **spontaneously combust** when placed on the ground or exposed to the open air. Visitors, too, will feel the heat unless copious amounts of **fireproof elixirs** are applied to the skin - pick some up from the stables at the foot of Death Mountain.

Fire-resistant **flamebreaker armour** can be bought in Goron City proper, but we've also had luck wearing **sapphire-encrusted jewellery** obtained by trade from Gerudo Town. Of course, even with fireproof gear, visitors should be careful of plunging into the burning **magma** or otherwise being directly exposed to molten rock.

As with the rest of Hyrule, monsters infest much of Eldin, though here at least many of them are actively on fire. **Frost-infused weaponry** can help, and in a pinch, double as a convenient portable icebox.

Lodging and accomadation

Goron City

See pg80.

Foothill Stable

20-40RP | At the base of Death Mountain is the aptly named Foothill Stable, the starting point for the long, dangerous trek up to Goron City. Stock up on fireproof elixirs here (*1 for 60RP, discounts for bundle orders*) before you set out, and don't forget to stable your four-legged friends; the heat just doesn't agree with them.

The stablemaster is also a talented landscape artist and often has one piece or the other on display.

Sights

Southern Mine

Along the path up to Goron City is this open-air mine where industrious Goron, well, mine. There's admittedly not

Strike the earth

Eldin is rich with mineral wealth to the point where even the Goron don't mind if visitors do a little freelance prospecting on the side. It is actually possible for the canny sledgehammer-wielding tourist to actually return from Eldin with a small profit, if they keep an eye out for any likely ore nodes.

that much to see here, though there's always at least one Goron on-duty at all times if you'd like to observe their craftsmanship at work.

Stolock Bridge

A path winding further up from Goron City will take you to the Stolock Bridge, a solid example of Goron civic architecture which hangs far above the city proper. It's a great way to take in the metropolitan view with only a minimum of additional danger.

Goron Hot Springs

Further along the trail at Marker #7 is the "World-renowned refreshing Goron Hot Springs!". While in truth almost every body of water in Death Mountain is a refreshing hot springs due to the ambient heat, this is the only one that is regularly patronised by the locals and is thus generally regarded as worth the walk.

Bridge of Eldin

Perhaps this ultimate expression of Goron architecture is this magnificent iron sculpture that also doubles as a bridge (though regrettably it is not actually visible as sculpture when being used as a bridge).

Usually raised to prevent access to the Death Mountain Caldera, it has recently been lowered as Goron surveyors once again ponder the possibilities of excavating precious ores directly from Death Mountain's peak itself. It also marks the limits of the probable survivability zone for non-Goron, as this close to the volcano's caldera even specialty armours and elixirs begin to fail.



Death Mountain Summit

At the very peak of Death Mountain is a small sign that notes Death Mountain to be the first of all Hyrule's 100 famous mountains.

In recent times the Divine Beast Vah Rudania has parked itself next to the sign, but the likelihood of you seeing it is extremely low in any event, as the path to the summit has actually been overrun by lava. The only way up now is to actually climb the volcano itself – an activity we recommend strongly against. Wait until Goron construction crews have fixed the path to attempt the ultimate trek.

Gut Check Rock

20RP | On Death Mountain's flank a shrine crouches atop a massive pillar where three enterprising Goron have constructed a climbing course for their own amusement, though they'll let any passing travellers give it a go for a small fee.

Essentially a timed challenge to scale a sheer cliff-face while collecting sufficient quantities of rupees, the Gut Check Challenge (as it is so named) is a fun way to prove your bouldering credentials and perhaps earn a little back as you do so.

Opposite: *Goron hard at work at the Southern Mine*

Right: *A local family enjoys the Goron Hot Springs*

Below: *Challenge yourself at Gut Check Rock*







Goron City

A rough-hewn mining colony grown rich through trade, Goron City is a shining example of the Goron's tough, rugged, but fundamentally laid-back approach to life.

Located in a minor caldera on the side of Death Mountain, the city is a multi-tiered amalgamation of stone shelters and twisted metal decorations above bubbling magma.

It's a tough visit for those without protective clothing or fireproof elixirs (which makes its extensive focus on the tourist rupee somewhat questionable), but it's certainly a unique experience like no other.

Getting there

From the **Maw of Death Mountain**, follow the trail markers up the road that snakes up and through **Eldin Valley**, keeping a wary eye out for all manner of flaming beasts and still-active guardians – here is one place where climbers have a distinct advantage over horses, who will steadfastly refuse to proceed into flaming death.

Continue through the **Southern Mine** at the third marker; at the fifth marker lies the entrance to **Goron City**. A friendly guard will receive you at the gate.

Sights

Statues of the Heroes

A set of magnificent statues tower over all of Goron City, visible from practically anywhere in the town. The largest and most recognisable of these enormous carvings is Lord Daruk, the Goron Champion of a hundred years prior who perished battling in the Calamity and is revered by the Goron people to this day.

The other two sculptures are less discernible - a Goron baby? A hero who served his clan even in death? Whoever they are, they certainly are impressive examples of Goron sculpture.

The Boss's House

Goron City is technically a company town and the current boss of the Goron Group Mining Company is named Bludo, who dwells in this misshapen but homely structure.

Apart from the iron throne, it's not much to look at, but Bludo is good company and will happily tell you tales of of the founding of the city and the growth of the gem export trade - though don't let him pat you on the back if you can help it. The house also houses a small shrine to Hylia for visitors with the pressing need to pray.

Sleeping, eating and shopping

Rollin' Inn

20-80RP | Goron largely rest immersed in beds of gravel, but to accommodate visitors who require softer sleeping arrangements, the distinguished Rollin' Inn has been established. The massage package sounds (and looks) intimidating, but this writer can heartily recommend it; the pain is temporary, but your entire body slumping into the hard rock bed like a sack of boneless jelly will deliver the deepest and most restful sleep you have ever experienced in your life.

Also hosts Goron musicians occasionally, performing a traditional style entitled "Music with Rocks In". Performances are not to be missed.

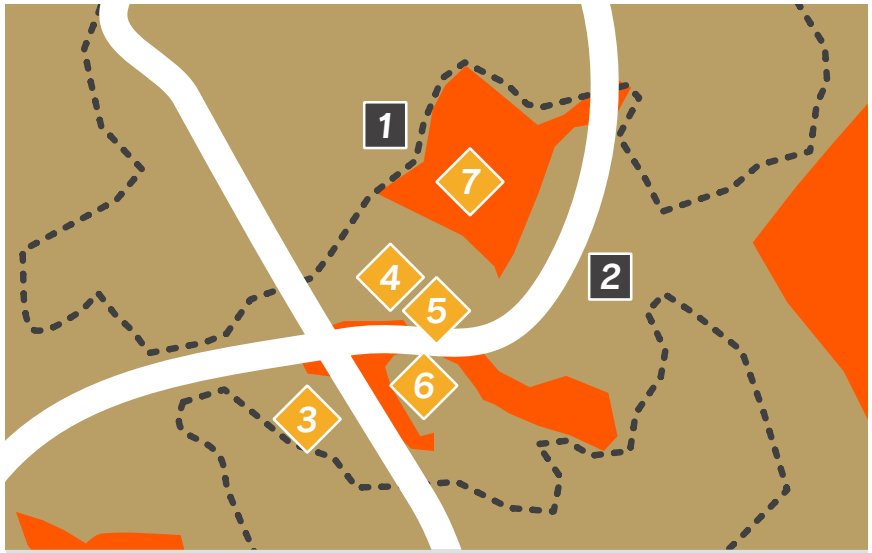
Goron Gusto Shop

12-20RP | Providing everything from kitchenware to battle-field appliances (occasionally in a single tool), the Gusto is probably best known for its tiny bottles of Goron Spice, expertly mixed and sold here. The substance is so potent that the first samples were initially classed as drain cleaner by Sheikah scientists before a more delicious if equally-scorching use was discovered.

Stay cool

As Goron City lies comfortably within the region of Eldin, all standard danger warnings apply especially with regards to the intense heat, staying cool, and the avoidance of molten magma etcetera.

Goron City



Sights

1. Statues of the Heroes
2. The Boss's House

Shopping

3. Ripped and Shredded
4. Protein Palace
5. Goron Gusto Shop
6. Rollin' Inn
7. Rohan's Smithery

Ripped and Shredded

700-2000RP | Another tourist-focused establishment, this one providing heat-resistant clothing to Hylians and others who can afford it. Quite pricey, but not having to slather elixir on yourself every two hours is worth the rupees in our estimation.

Offrak's Apothecary

60RP | This roaming child-run store is the local equivalent of a lemonade stand for visitors who haven't yet worked out how to make their own fireproof elixirs (brew a local lizard with some monster parts). Service is about as bratty as you'd expect, but the elixirs perform as advertised.

Protein Palace

12-30RP | An outdoor bar and grill, and marginally more hygienic than simply searing your food on the ground. Most Goron stick to the geological menu, but Hylian visitors should at least try the steak. Avoid the rock roast.

Rohan's Smithery

The elderly smith Rohan and his eager apprentice Fugo work here on works of mainly classical Goron design, which means anything from bridge repair and sculpture to colossal swords closer in shape and form to metal clubs than anything with a blade. Suppliers to Ripped and Shredded, by appointment.





Opposite: *The Statues of the Heroes watch over Goron City*

Above: *Chief Bludo's house is emblazoned with the Goron Emblem*

Right: *An iron throne, symbol of authority, and bad for backs*

Below: *Rollin' Inn and its colourful vibes*







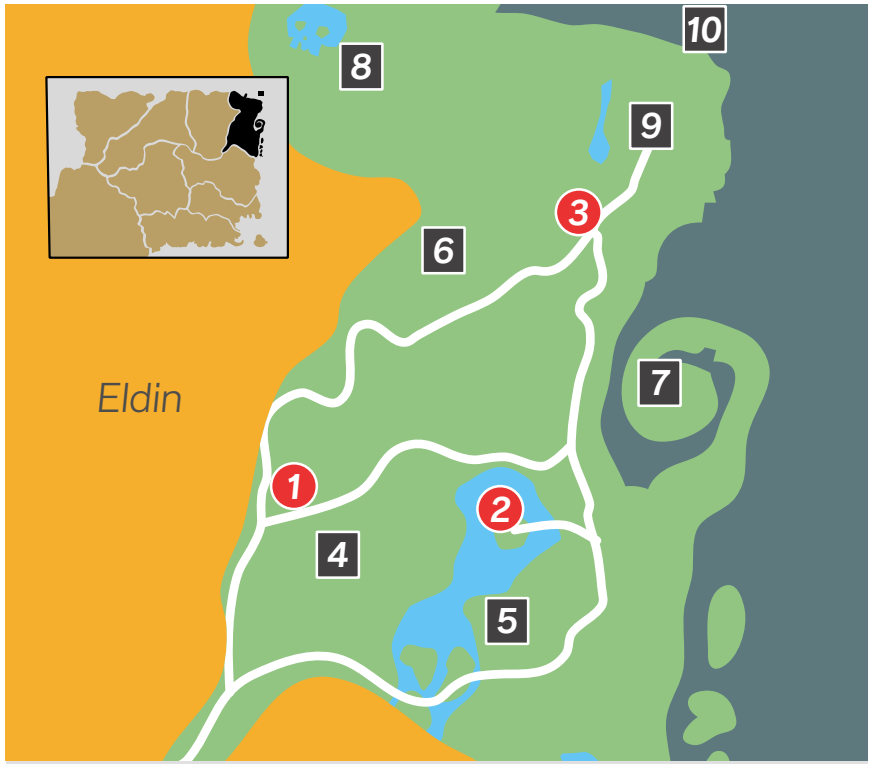
AKKALA

A land of rolling hills and crimson leaves, Akkala occupies the north-east corner of Hyrule, snugly nestled between Death Mountain to the west and the heights of Zora's Domain to the south.

Here the last of the soldiers of Hyrule perished in futile defence of Akkala Citadel, which still looms over the land to this day.

In more recent times, Bolson Construction has established an experimental community named Tarry Town in the middle of Lake Akkala.

Akkala



Lodging

1. South Akkala Stable
2. Tarrey Town (pg92)
3. East Akkala Stable

Sights

4. Akkala Citadel
5. Great Fairy Fountain
6. Spring of Power
7. Rist Peninsula
8. Skull Lake/Fang and Bone
9. Akkala Ancient Tech Lab
10. North Lomai Labyrinth

Getting there

Follow the Hylian central road network towards **Death Mountain**, but take a right at the turnoff halfway up the **Ternio Trail** to ascend towards the ruined **Akkala Citadel**. Here the path branches into Akkala proper, though either path ultimately terminates at the **Akkala Ancient Tech Lab**.

Dangers

Some of the persistent **rainfall** that inundates Lanayru to the south appears to occasionally spill over into Akkala, with the added caveat that, for whatever reason, the region is also afflicted by massive **thunderstorms**. Bring a hood when travelling, and stow away metal gear if you see clouds on the horizon.

Getting too close to Akkala Citadel is also best avoided by the casual tourist due to the hovering **Guardian Skywatchers** who continue to patrol it, though viewing from a distance across the Akkala Bridge is usually fairly safe.

Lodging and accomodation

Tarrey Town

See pg92.

South Akkala Stable

20-40RP | Slightly past Akkala Citadel is this stable, one of the few that offers free bridle customisation and mane grooming to valued customers.

More of a pasture or livestock farm than other stables, don't miss out on their delicious specialty egg tarts, made with fresh eggs from the cuccos out back.

East Akkala Stable

20-40RP | Further north all roads meet at the East Akkala Stable, just across from a shrine, before ultimately terminating at the Akkala Tech Lab. Despite its relatively peaceful location, a guard is always stationed here in case of the sudden appearance of any shady parties.

A regional specialty, the Akkala Bun, is sold here (*10RP*), though their quality is, alas, not always guaranteed.

Sights

Akkala Citadel

This massive fortress guarded the flanks of Hylian civilisation from invasion by sea, but ultimately served as the site of the final, doomed last stand of the Royal Knights of Hyrule following the re-emergence of the Calamity Ganon.

Unfortunately bridge access to the citadel has long-since crumbled, and the air remains patrolled by hovering Skywatcher Guardians. Marvel at the battlements from across the way and then continue onwards to shelter.

Akkala Ancient Tech Lab

Built into the base of a long-forgotten lighthouse, this lab is the second of two ancient Sheikah research centers in Hyrule and is, as this lab specialises in weapons and armour research, probably the more dangerous of the two.

The active Guardian husk halfway up the approach is used to test defensive countermeasures, but doubles



Above: *The ruins of Akkala Fortress, still patrolled by flying Guardians*

as a deterrent against both casual tourists and persistent door-to-door salesmen.

Visitors who make it to the blue-flame furnace that powers the lab will find, among other things, a 'speaking statute' that can take Sheikah artifacts and repurpose them anew. The lab director, an surprisingly spritely elderly fellow, is thus a reliable customer for small Sheikah relics and other curios.

Spring of Power

Nestled behind foliage in a quarry patrolled by Guardian Skywatchers is this ancient spring, a shrine to the goddess Hylia (perhaps in her aspect as the earth-goddess Din, according to the degraded markings).

Despite the dangers inherent in discovering this beautiful spring, it is quite calming and something of an oasis of peace in this troubled land.

Great Fairy Fountain

On a ridge overlooking Lake Akkala is a little grove of trees that houses this forgotten Fairy Fountain, recently re-opened to pilgrims and other visitors. Another relaxing place in a world of dangers.

Rist Peninsula

This spiral sandbar, centered around a shrine, is (like much of the surrounding land) unfortunately home to a number of lizarlfos who spend their days lazily paddling around and bothering tourists who wish to share its delights. Best viewed from the surrounding cliffs, away from their spears.

Skull Lake

Quite some distance away through the dessicated bone-like rock of Tempest Gulch is this improbable lake shaped, apparently by coincidence, in the aspect of a skull.

It is probably most notable as the rumoured origin of the travelling 'monster shop' Fang and Bone (see below), as well as for the large purple flowers that grow within its crystal-clear waters.

Fang and Bone

A local obsessive has created a kind of ‘travelling shop’ that deals primarily in monster parts and other assorted curios and can be found parked outside many settlements throughout Hyrule. You’ll find assorted rare goods on offer, but be warned: the deeply strange proprietor does not accept rupees, preferring an alternate currency, the ‘mon’ – though he is the only known merchant who trades in it.

Northern Lomei Labyrinth

This colossal, clearly unnatural creation just north of the Akkala Tech Lab is clearly linked to the similar structure found in Gerudo, but as its walls impede access from the water, not much is known about its interior.

Below: *The Spring of Power, an oasis in a troubled land*





Tarrey Town

The newest settlement in this hardy land, Tarrey Town stands as testament to the resilient souls and entrepreneurial spirits of its inhabitants.

A company town of sorts, built in a modular style which allows for rapid construction and customisation, Tarrey Town has already become a thriving center of high-tier commerce and one of the most diverse communities in all of Hyrule.



Above: *A view from outside town*

Getting There

Heading east around **Akkala Citadel** from either the north or south sides will eventually take you within view of **Lake Akkala** and of the town itself, which sits upon a pillar in the middle of the waters. Enter from the east.

Sights

As a relatively new settlement, Tarrey Town doesn't have too much to offer in the way of sightseeing other than the novelty of the town itself and its relatively modernist architecture and sculptures, especially the fountain at its very center.

Sleeping, Eating and Shopping

Tarrey Hotel

20RP | This cosy hotel is run by an ancient Zora priest by the name of Kapson. Quite comfortable, with a small selection of books (largely religious texts, but also with more contemporary writings left behind by fellow travellers). The upstairs balcony is a good place to bask in the sun and enjoy the breeze.

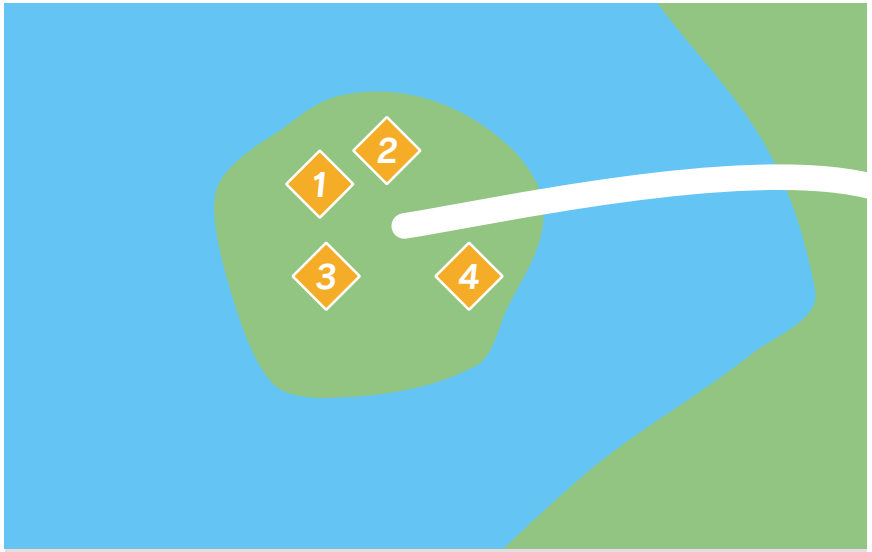


Above: *Buy gems at Ore and More*

The Slippery Falcon

35-350RP | This branch of the Rito-owned general store specialises primarily in arrows, as well as ancient gears, a personal interest of the proprietor. They charge premium prices, but offer quite a robust selection for your rupee.

Tarrey Town



Shopping

1. Ore and More
2. Rhondson Armour Boutique
3. The Slippery Falcon
4. Tarrey Hotel

Ore and More

720-2000RP | The local equivalent of the Goron City Mining Company, Ore and More offers rare stones at high prices, the standout being their flawless (though uncut) diamonds. The shop's owner may be small, but rest assured that he knows his ores.

Rhondson Armour Boutique

450-1300RP | Established by the wife of the mayor, this exclusive boutique offers a rare prize: Gerudo-crafted equipment intended for 'desert voe', illegal to sell within Gerudo proper but freely available for purchase beyond its borders. A rare opportunity for snappy dressers.

Rare Armour Store

50-4000RP | Though not advertised as such, a Sheikah researcher has taken up residence in town and will happily trade rare armours made from exotic materials such as 'rubber', Zonai-based clothing and even, for some reason, extremely old trousers. Ask at the local inn and bring a lot of cash.



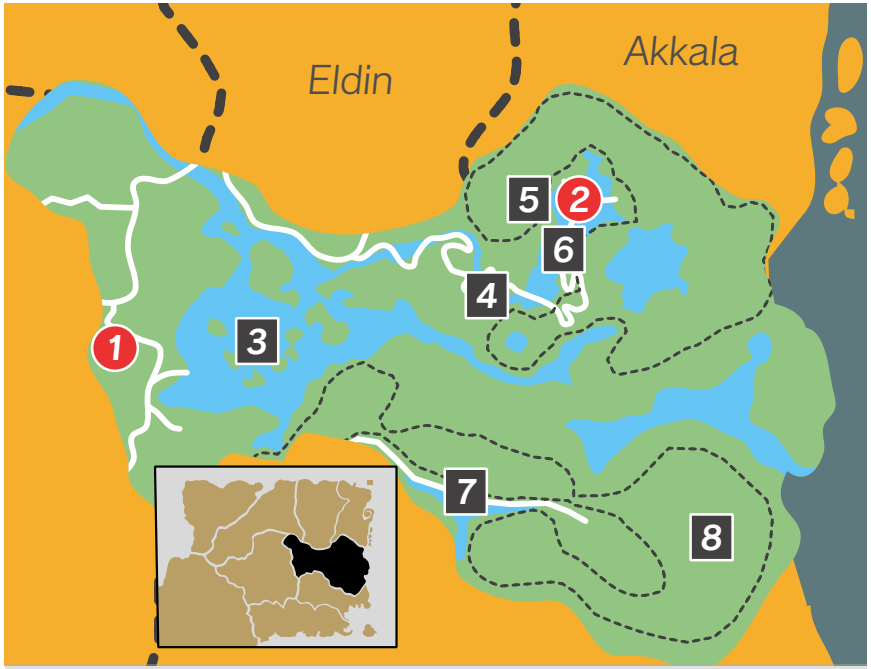
LANAYRU

Lanayru encompasses much of eastern Hyrule and, as the source of much of Hyrule's fresh water, has been largely shaped by the flow of rivers and rain.

The aquatic Zora claim their domain near the cliffs of the Lanayru Great Spring, but the region also includes the wetlands that both the Zora and Rutala rivers empty out into, as well as the sacred Mount Lanayru to the south.

Historians and pilgrims, as well as lovers of seafood, will get the most out of this beautiful if persistently damp region.

Lanaryu



Lodging

1. Wetland Stable
2. Zora's Domain (pg102)

Sights

3. Lanaryu Wetlands
4. Zora Stone Monuments
5. Veiled Falls
6. Great Zora Bridge
7. Lanaryu Promanade
8. Mt Lanaryu

Getting there

Northern Lanayru (the wetlands and **Zora's Domain**) is easily accessible off the Hylian central roadway network - take the southern fork as the path begins to climb towards **Akkada** and **Death Mountain**, and continue along the path indicated by **Inogo Bridge**.

Pilgrims seeking **Mount Lanayru** to the south should travel via **Kakariko Village** in **Necluda** and take the ruined eastern road.

Dangers

Lanayru's persistent **rainfall** has eased off in recent times, but the dangers of flash flooding and torrential rains, especially in and around Zora's Domain, are ever-present. Furthermore, aquatic **lizalfos** have colonised much of the Zora River and Lanaryu Wetlands, a hazard for travellers on their way to the Zora capital.

Travellers to Mount Lanayru are warned that the sacred mountain remains bitterly **cold**, permanently locked in an icy chill. Warm clothing and spicy foods are advised.

Lodging and accomodation

Zora's Domain and surrounding highlands

See pg102.

Wetland Stable

20-40RP | A fairly standard stable, full of unwashed men, that borders Central Hyrule on the west to the Lanayru Wetlands just over the ridge to the east. Gets the occasional Zora visitor, but that's about it for points of interest.

Sights

Great Zora Bridge

The terminus of the winding road leading through the foothills is the Great Zora Bridge, a marvel of architecture and engineering that spans Ruto Lake. Its repeated arch motif perfectly frames the glorious city for the weary traveller.

Various natural wonders of Lanayru are visible on the road to the bridge from the south-west, including the various luminous stone deposits and illuminated coral-esque flora that renders the area gorgeous even by moonlight. But the view is best – and safest – from the parapets of the bridge itself.

Veiled Falls

Just to the south of the city and overlooking the Great Zora Bridge is this magnificent waterfall, subject of a popular song regarding the Champion Mipha. A short walk from the upper levels of the Domain, it's a wonderful place to contemplate nature in a safe and relaxing setting.

Zora Stone Monuments

Scattered across much of eastern Lanayru lie these grand carvings of Zora history, commissioned by King Dorephan (books being out of fashion in the permanently damp realm of the Zora) and carved by a gifted stonemason whose name has unfortunately been lost to the ceaselesstides of time.

Though skilled in the ways of masonry and carving, their creator was less well versed in the subtle art of exhibition design and placement, making searching for these magnificent works of art something of a treasure hunt



in and of itself, though the luminous lanterns placed nearby will assist.

Lanayru Wetlands

The twin rivers that flow from the Laranyu Great Spring come to a temporary rest in the boggy Wetlands, which itself feeds much of Central Hyrule's river systems. Small island chains rise slightly above the knee-high water, populated chiefly by aquatic lizalfos with the odd bokoblin tribe or two.

There isn't much to see here beyond some interesting examples of lizalfos bone-and-wood construction on the northern side, which can be difficult to appreciate while being chased by the primary architects, so best hurry on through to the safer environs of Zora's Domain proper.

Lanayru Promanade

This ancient road, part of the pilgrim's pathway to the peak of the sacred Lanayu Mountain, is now unfortunately quite ruined and colonised by monsters, though it still offers stunning examples of classical stonework along a quite scenic waterfall-fed river.

Mount Lanayru

If you make it past the fierce Lynel that has made camp at the foot of the path, you'll find an ancient, snowy environment unsullied by visitors since 100 years ago.

Traditionally, only those past the age of 17 were permitted to visit the Spring of Wisdom at the peak of the mountain, but now any soul willing to brave the long trek and dangerous foes may visit the icy pools to meditate and reflect.

The great dragon Naydra is said to have been sighted patrolling the sacred mountain in recent times; while not traditionally hostile, its mere presence usually coincides with a drastic drop in temperatures, so maintaining a respectful distance is best for all involved.

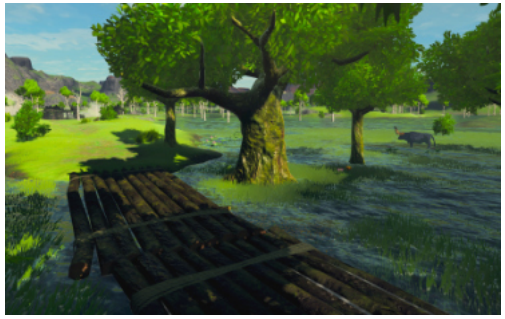


Opposite: *Lizalfos frolic in the flooded Lanaryu Promanade*

Above: *Zora history carved into a Stone Monument*

Right: *Simple log bridges span the Lanaryu Wetlands*

Below: *The Spring of Wisdom at the peak of Mount Lanaryu*







Zora's Domain

The ancient capital of the aquatic Zora and a must-see spot on any visitor's agenda, especially for those fond of swimming, Zora's Domain is one of the great cultural centers of Hylian history.

Though the surrounding cliffs remain difficult to access for visitors who cannot ascend waterfalls, and the Zora have yet to develop a dedicated tourism industry, a visit is still well worth it to see some of the preeminent remaining examples of classical architecture in-use.

Not only is the entire city a marvel of sculpted stone, coral and crystal, but also visible from the city's many lookout points are the titanic dams constructed in ages past to prevent seasonal flooding, a symbol of Zora and Hylian ingenuity.

Getting there

Most land-based visitors starting from Laranyu must first traverse a long and winding, Lizaldfos-infested road, beginning from **Inogo Bridge**, as well as contend with the constant, driving rains (though they have cleared up recently).

More foolhardy travellers might attempt to scale the mountains that surround the city from the north, east or south, but even with the reduction in rainfall recently such a course is not recommended.

Sights

The King's Chamber

Central to the entirety of Zora's Domain is the magnificent royal palace, cunningly sculpted in the shape of a great fish-deity, tail-fins sparkling scale-like in the sky.

Beneath the creature lies the King's Chamber where the titanic King Dorephan sits in residence, looking over his vast domain and welcoming visitors with historic tales passed down through the royal family. The King's Chamber offers some truly inspiring examples of tilework and stonemasonry, as well as indoor plumbing.

Prince Sidon is occasionally in attendance, and always draws a small crowd of fans and onlookers wherever he goes. The Royal Family has also recently decided to place the written diary of the hero Mipha on display, a curiosity not only for its insights into the thoughts of a legend 100 years past, but for being written and preserved on paper in such a perpetually humid environment.

Directly beneath the palace lies the communal sleeping pools for the city's population, which are used on a rotating shift basis. Zora have no need for individual homes, but prefer to rest in company.

Mipha's Statue

The focus of the city's main plaza is this wonderful statue of the lost champion-knight Mipha, who perished during the Great Calamity – a time which yet remains within memory of the long-lived Zora.

The Princess is depicted wielding the legendary Lightscale Trident, an artifact that remains in the possession of the Zora royal family to this day. A ceremonial version of said spear is used during the annual Champion's Festival, a somber remembrance that commemorates the Zora's fallen princess and her valiant deeds in battling the Calamity.

Lanaryu Great Spring

The mighty mountains of the Lanaryu Great Spring enfold Zora's Domain in a semi-circle that creates a vast, stunning backdrop to the great city below. Though the climate is insufficiently chilly to create snow and resultant meltwater, the mountains of Lanaryu regularly experience extremely heavy rainfall that ultimately descends upon Central Hyrule. To better control the flow of water from these regular deluges, the Zora have

> **Notice**
>
> Though the weather has lightened up in recent times, sudden driving **rains** and deluges can severely inhibit climbing in the Domain's surrounding mountains.
>
> Visitors are kindly requested to refrain from using **shock-type armaments** within the Domain, as Zora are especially vulnerable to electrical injury.

Zora's Domain



Sights

1. The King's Chamber
2. Mipha's Statue
3. Lanaryu Great Spring
4. East Reservoir Dam
5. Polymus Mountain/ Shatterback Point

Shopping

6. Seabed Inn
7. Marot Mart

constructed many dams, the greatest of which is the East Reservoir Dam, detailed below.

The tops of the various mountains are flush with verdant life and the occasional flooded ruin and offer quite spectacular views of the immaculately carved city and surrounds below. Alas, Zora concerns have been elsewhere of late and monsters have made their homes in the hills above the Domain. The tallest and most notable peak of the range is Polymus Mountain, also detailed below.

Access is quite difficult without the aid of a friendly Zora waterfall-charioteer, though outside of stormy season, climbing is possible – if not necessarily recommended.

East Reservoir Dam

It is said in ancient times that Lanaryu's heavy rainfall would seasonally increase to the point where even the aquatic Zora began to suffer from the sudden surfeit, not to mention the less-aquatic residents of Hyrule downstream. According to the monuments of the Zora, an alliance between Hyrule's technologists and Zoran architects resulted in the creation of this first and most impressive of dams, which regulates the overflow from enveloping the cities below.

Unlike much of the rest of the Lanaryu Great Spring, access is quite easy from the top of Zora's domain – simply follow the signage from the upper levels until you reach the great staircase on the western side. A simple bedroom at the top lends credence to the theory that the great stairs are most likely for the convenience of Hylian engineers who worked on the dam; to this day Zora who have a pressing need to ascend the dam simply swim up its mighty waterfall.

A similar dam, less visited, lies on the southern side of the lake and regulates water flow into the Rutala river.

Below: *Rutala Dam, rarely seen*



Polymus Mountain/ Shatterback Point

North of Zora's Domain is this great mountain, largely inaccessible as with the rest of the Great Spring, but worth noting nonetheless. A lone Lynel armed with shock arrows – quite deadly to the aquatic inhabitants of Zora's Domain – once took residence here until they were driven off by a Hylian hero of some repute. The feat is rumoured to have been repeated in more recent times with another Lynel intruder.

Traditionally, Zora warriors dive from the very peak of Polymus Mountain into the East Resevoir Lake to prove their bravery. With that said, daredevils are reminded that both traversing the mountain and especially diving off Shatterback Point into the lake is, while not strictly prohibited, done exclusively at one's own risk. Both the Council of Elders and the authors take no responsibility for injuries incurred.

Sleeping, Eating, and Shopping

Seabed Inn

20-80RP | The Domain's only Hylian-suitable accommodation is a delightful inn nestled beneath the King's Chambers. It features the standard budget beds of most hostels of its type, as well as a more recent Zora invention, the 'water-bed' – a 'mattress' of thick leather filled with water, instead of the more traditional cucco down or straw.

Sadly, visitors will have to cook their own food as Zora largely eat their seafood raw, though sheltered cooking facilities are provided and Marot Mart is just around the corner. Bring your own slippers – Zora don't believe in carpeting or, indeed, footware.

Marot Mart

12-80RP | Bubbly entrepreneur Marot operates this combination general store and workshop with a small team of family members. The store, known locally as Coral Reef, has a small selection of arrows for the budding archer, but also boasts a rather more extensive produce aisle dedicated towards seafood (especially chillfin trout, a local specialty) as well as – oddly enough – Hylian rice.

In the back is a workshop ruled by a taciturn smith who only takes custom orders, primarily supplying the Zora knights that provide security to the watery kingdom. Rumor has it that he was the original creator of the champion Mipha's trident. Various ceremonial necklaces and other ornaments commonly worn are also on display, testament to the delicate and exquisite metalwork of the Zora, as well as the rich bounty of the Laranyu Great Spring that rivals the Goron's Death Mountain for mineral wealth.



Central Hyrule

Once the shining centerpiece of Hylian civilisation, Central Hyrule is now a land of crumbling ruins and patrolling Guardians, centered around the malice-infested Hyrule Castle.

Nature has reclaimed much of the landscape, creating an idyllic, pastoral backdrop to a region of immense danger.

Central Hyrule



Lodging

1. Outskirt Stable
2. Riverside Stable

Sights

3. Sartori Mountain
4. Sanidin Park Ruins
5. Hyrule Castle (pg114)
6. Hyrule Castle Town Ruins
7. Sacred Ground Ruins
8. Colisseum Ruins
9. Great Plateau
10. Lake Hylia
11. Floret Sandbar Garden

Getting there

Central Hyrule is, as the name implies, central to Hyrule and thus easily accessible from all other regions via the extensive Hylian central road network. Acquiring a reliable horse is highly recommended, not only to better traverse the winding roads, but also to outrun any potential threats encountered along the way.

Lodging and accomodation

Outskirt Stable

20-40RP | In a small clearing just west of the Coliseum ruins is this quiet woodcutting and stable operation. A bridle/mane service is offered for able horsepersons.

A stablehand slipped us a ruby rupee to advertise that he'll buy freshly butchered meat for premium prices, as meals tend towards the vegetarian, so... hunters, be advised.

Riverside Stable

20-40RP | Along the Hylia River is this peaceful stable and farm, a popular home base for treasure hunters looking to explore the ruined (and dangerous) castle.

Sights

Hyrule Castle

See pg114.

The Great Plateau

Along the southern edge of Hyrule Field is the Great Plateau, a massive free-standing landmass once accessible through the now-ruined Gateway Town.

Daredevils who have climbed to the top report a number of interesting landmarks, including the ruins of an Abby on the eastern side and the still-standing Temple of Time, but the Plateau generally is otherwise considered inaccessible to most.

Warning!

Much of Central Hyrule is occupied by wandering Guardians of all types in much greater numbers than across the rest of the region. Travel directly through Hyrule Field and especially near Hyrule Castle itself is considered extremely dangerous and not recommended.

Guardian numbers are less concentrated further from the castle, so the borders of Central Hyrule may be navigated relatively safely and are still well-used as a thoroughfare connecting all the other regions of Hyrule. However, if you spot the telltale glow of a Guardian, or worse yet hear the activation of its targeting reticle, a hasty retreat is well-advised.



Ruins

Ruins of towns, outposts, homesteads, military buildings and other former dwellings dot all of Central Hyrule in profusion, but most are heavily dilapidated by time and are of no particular interest for tourists, especially considering the risks inherent in wandering the plains. The few ruins of note that remain are covered below.

Hyrule Castle Town Ruins

Though the ruins of the ancient capital would otherwise inarguably be of significant interest to the wandering tourist, with much of the layout of the town still quite well-preserved, the sheer number of Guardians that regularly patrol or watch over the ruins render it a place to avoid at all costs.

Sacred Ground Ruins

Near the very center of Hyrule Field, south of the ruins of Hyrule Castle Town, is this ancient stage used in ages past to host ceremonies to honour the valiant defenders of Hyrule.

Though the once-splendid columns are toppled and fallen, and moss grows on the time-worn stone, a splendid carving of the Triforce (a grand symbol of Hylian mythology) remains in the middle of the central podium. Be warned that roving Guardians often patrol dangerously close to the woods for comfort.

Coliseum Ruins

This towering structure once hosted prize-fights and extravagant circuses famed across all of Hyrule, but in recent times it has become the home of a variety of monsters, including the usually-solitary Lynel, as well as hosting an abundance of malice. At present it is considered too dangerous for the casual visitor, despite its classic charms. Avoid.

Sartori Mountain

A gentle mountain located in the western part of Central Hyrule. The summit is one of the few places in all of Hyrule to see cherry trees and remains one of Hyrule's undiscovered secrets.

On some nights, the spring at its peak is enveloped in a mystical bright light, but no-one the authors spoke to can agree on what appears – rumours have anything from a fifth great fairy, a knight of the sky, or an incarnate god of the forests. If you do unravel this mystery, please drop us a letter.

Sanidin Park Ruins

To the east of the Sartori mountains, on a ridge overlooking much of Central Hyrule is this neat little park which has suffered only slightly from years of neglect.

Its most noticeable feature, a statue of a rearing horse, is still well-detailed and intact. Even the fountains still operate, providing a water source for the many horses that roam nearby – including, so it is rumoured, a descendant of the pure white mount of the Royal Family of Hyrule.

Opposite: *Satori Mountain's peak*

Below: *The Sacred Ground ruins*

Lake Hylia

On the border between Central Hyrule and Faron is the great Lake Hylia, the largest body of water within the landscape of Hyrule and the ultimate destination for much of the region's waterways (though many geologists posit a secret underground connection from Lake Hylia to Cora Lake in the south and thus an eventual flow through the Menoat River to the sea).

Spanned by the great Bridge of Hylia, itself a marvel of stonemasonry, this lake is renowned for its fishing opportunities and general serenity – at least if you avoid the lizalfos.

Floret Sandbar Garden

A shrine sits in the middle of a beautiful garden, planted here by an perhaps overly-enthusiastic caretaker. Feel free to enjoy the pleasant surrounds, but be warned: respect the sanctity of the maze's walls, or face the wrath of the flowers.





Hyrule Castle

Once home to the Royal Family of Hyrule and the greatest source of splendor in the entire kingdom, Hyrule Castle has become a monster-infested ruin where danger lurks around every corner.

Daredevils and treasure hunters may yet find precious pre-Calamity artifacts buried beneath the rubble, but the risk is considerable, and countless adventurers have returned with major injuries or simply not returned at all.

Warning!

The following section is offered only in the spirit of sharing what little information is known about the current state of Hyrule Castle since it become the lair of the Calamity Ganon. Hyrule Castle is an extremely dangerous area, patrolled by hostile Guardians and guarded by extremely tough and powerful monsters, and should under no circumstances be entered by the casual tourist.

Getting there

Hyrule Castle is easily visible from almost anywhere in Central Hyrule, surrounded by the glowing pink and purple malice of the Calamity Ganon, but actually approaching the limits of the castle walls is another story entirely. There are a number of methods of approach, each varying in difficulty and risk.

Frontal assault

In days of yore a bridge connected Hyrule Castle Town directly to the front gates of Hyrule Castle and that still holds true today, only now the iron gates are closed, the town is smoke and ashes, and Guardians of all description will rain laser fire down on you from almost every angle. For the average traveller, we rate this method **'suicidal'**.

By water

There are a number of 'secret' passages surrounding the Castle to the east and west that are accessible via its giant moat (if you have a raft and either explosives or a good sledgehammer), as well as the castle docks (currently occupied by lizalfos, unfortunately). If you could pursuade a Zora to assist you could even probably ascend some of the waterfalls that empty into the moat. Rating: **'less suicidal'**.

By air

The Castle backs onto the foothills of Death Mountain and the Ridgelands and thus it is possible to paraglide from a higher area into Hyrule Castle itself. Be sure of your landing zones however or you may find the skies rapidly filling with anti-air lasers. Our rating: **'slightly less suicidal than a frontal assault but more suicidal than going by raft'**.

Sights

This pertains only to portions of Hyrule Castle identifiable externally by spyglass.

Giant Columns

These five clearly Sheikah-derived artifacts were thrust out of the earth at the time of the Calamity Ganon's revival and deposited hoards of Guardians into the very heart of Hyrule. Thankfully inactive now, they still glow with malice and hatred and are (reportedly) slightly warm to the touch. Best avoided if at all possible.

Observation Room

Overlooking the entrance from Hyrule Castle Town is this chamber where it is said the King looked down upon his subjects and addressed them in times of crisis. In this current time of crisis it is completely smothered in malice and is likely not accessible without traversing the Castle's interior.

Princess Zelda's Study

The Princess Zelda was said to have been a prolific researcher of Sheikah artifacts and conducted much of her research in this repurposed watchtower, separate from the rest of the castle. Some kind of flower can be seen blooming within, perhaps a remnant of some floronic experimentation that has survived the last hundred years.

The Guardhouses

Security checkpoints that once housed battalions of knights and guards. Close observation indicates that the two main gatehouses are now home to a pair of powerful Lynel as well as a variety of weaker (but equally deadly) monsters.

Hyrule Belltower

The highest room of the tallest tower of Hyrule Castle, far above the sanctum. A single bell yet remains here waiting to cast its clear ringing notes across the land once more.

The Sanctum

Located at the apex of the rock on which the castle has been built, this glorious reception hall served as the Royal Throne Room in ages past and must have been quite august and impressive in its prime. Certainly the external view still impresses, though likely none have seen the interior for a century or more.

A searing royal light still gleams through its windows on occasion as the Princess Zelda is said to battle the Calamity Ganon within, sealing the creature's rage and fury within the sanctum itself, lest it darken the rest of Hyrule with its presence.

Warning! (again)

The authors of this guidebook are not responsible for any death or injury incurred in attempting to go near, access, or otherwise interact with Hyrule Castle in any way and in fact strongly recommend against it. Seriously, there are many equally interesting places in Hyrule to check out with substantially lesser chance of instant death. **Don't risk it.**



Small Print

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Inspirations

For actual, real world guidebooks, I am indebted to **Lonely Planet: Korea** and my ragged copy of **Lonely Planet: Vietnam.** In the realm of fake guides to fake countries, **Phaic Tan: Sunstroke on a Shoestring** remains a slightly problematic classic. Classic travelguide brands lending their aesthetic to fictional tourism is best exemplified by **The Rough Guide to Xbox** and **TimeOut Shortlist: Gotham and Metropolis.** The fictional worlds I love came alive in **The Compleat Ankh-Morpork City Guide, Mrs. Bradshaw's Handbook to travelling upon the Ankh-Morpork and Sto Plains Hygenic Railway** and **The Simpson's Guide to Springfield**, proving the format worked even when you could only visit in your mind. Finally, the **Hyrule: Taste of the Wild** and **Safe Travels: A Breath of the Wild travelogue** zines encouraged me to step out of my comfort zone and finally make the project that had been squatting in my head for far too long.

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